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I'm writing this editorial as a computer that was supposed to stop working two days ago, when the infamous T2K computer bug seemed set to topple the delicate center of our society and demolish all of our nice cars and houses. As it happened, the lack of any major cultural collapse changed the "bug" from obsession to merely inconvenient, and we're left with the realities of the ordinary world. In its first week, the year 2000 is looking a lot more like the year 1999 than like a computerless wasteland, that, let's face it, would have made a heck of an RPG setting (sign up for a modified *Dungeons & Dragons* campaign!).

Most of you, if you worried about the computer glitch at all, probably had much trivier concerns as how to keep fed, warm, and relatively free of bullet holes. We here at RPGA had more noble, selfless concerns. What effect would the T2K Bug have on the venerable RPGA Points Database?

You might think it a trivial concern. After all, what difference does it make if you played *Housewrecker 2* in 1997 or in 2007? Would it really matter if, by some bizarre twist of happenstance, *ILLUSTRATIONISTS*™ members became *F* members, and *F* members became, well, something a little less holy?

Those of you who would just as soon we do away with the

Office, this is easier said than done. I'm afraid *Illusions* coming to work at RGA, I figured most people filled out packets like I did. I didn't trust their like works of art, but I did do my best to make sure that whoever had to input the packets could read my writing, and that my paperwork and math were at least complete enough that my mistakes I'd made would be easy to find. After seeing the piles and piles of scoring packets that accumulate here in the office, I can only say that, well, not everyone pays this much attention.

To put it simply, some of you are pretty sloppy on your packets. Any scribbles or illegible writing forces our packet guy to go through your scoring again, often taking twice or three times as long to find a single error as it takes to enter an entire error-free packet. While egregious scoring packet errors sometimes cause us to disregard an entire packet, we hate to do that, since it hurts players at the table who did everything correctly.

The scoring packet itself is filled with tips on how you can help the process move smoothly. If you haven't read that information for a while, please do. Here are a couple suggestions that are probably the most overlooked. Following these will help to ensure error-free packets:



ERIK'S EDITORIAL

SCORING PACKETS AND THE END OF THE WORLD AS WE KNOW IT

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point system can stop scriffing, now. Lots of people enjoy competitive play, and keeping track of members' play histories is an important part of what we do here in the horse-crooked halls of Network HQ. If the computerized system were to collapse, we'd need to find some way to keep it up by hand. The dusty ledgers kept in our locked file cabinet full of ancient days in the Network, when combinations of old had to compute point totals by hand. We don't say them that at all, so when the ball dropped at midnight on the 1st of January, we let out a collective sigh of relief, not for the survival of the world we know and love, but for the beloved RPGA Points Database.

But all is not perfectly assured in the world of RPGA HQ. In order to get the information from the scoring packet to the database, an actual human must look at the packet and input the data by hand. That means two things:

- 1) He has to read your handwriting.
- 2) He has to fix any mistakes that might have "accidentally" found their way onto the packet.

1) There's a line in the upper left-hand corner of the scoring grid called "checked by." Use it, please. After your show is over, have a friend recheck the math and paperwork, and initial that he has done so. Another set of eyes on a packet is always a good thing.

2) Always, always, always make sure the RPGA number of all players and judges appear correctly on the scoring packet grid. You'd be shocked by how many people don't do this.

Following these simple suggestions would probably take care of 80% of the common scoring packet frustrations that go on around here. I ask you to follow them. Not for me, but in remembrance for our player's survival of the T2K computer bug, and for the preservation of our beloved scoring system.

Score in a rather personal-looking Amagoddies,

WORDS FROM THE WISE

The new Big Cheese wants to know what you think! Each issue of *PARADIGM*, he'll use this space to ask you a question about how you interact with the network. It's all part of our plan to continue to improve how we do things around here. So drop Worldwide RPGA Manager David Wise a line, and let him know what you think!

Question 1: How did you first learn about the RPGA?

Please send your responses to ewg@tpa.com, or David Wise, c/o Woods of the Coast, P.O. Box 702, Weston, WA 98597-0702, USA. Tell him Polyhedron sent you. ■

RPGA INTRODUCES NEW POINTS PARADIGM!

Yeah, yeah, yeah, you say. But I'm not into competitive! I play games to have a good time, not to win or lose!

That's fine with us, and starting in the year 2000, RPGA scoring packets will have a little box you can check to rate unranked games as a "non-competitive" format. Non-ranked games assign a member participation score for all events, and all players get the same number of points. For those of you non-competitive types who like to lose on the edge and derive some competitive play from time to time, you needn't worry -- your non-ranked tables won't count against you when we determine annual rankings. ■

The new century, and our new international integration, brings a change in the organization of the staff at HQ and around the world. This means that who you need to talk to about your Network-related questions may have changed. Therefore, I would like to tell you how the employees who serve you are organized, and clue you in on who is best suited to answer your questions.

At the top of the ladder sits the Worldwide RPGA Manager, David Wang. David has been a designer, editor, creative director, and brand manager for TSR businesses for a long time, and is very excited about taking over the RPGA. He is a global strategist, and he works with other Wizards of the Coast departments to promote and integrate the RPGA into company-wide business positions. His efforts result in more opportunities for members.

Below the Worldwide Manager, the RPGA is organized into two "arms." The first arm is Branch Management. Branch Managers run the RPGA in a branch, or geographical area the size of a country or larger. Within that area, the Branch Manager handles membership and concerns, supports convention, works with the Regional Directors to provide local contact and information, and assists in executing the living

Asia-Pacific: Wes Nicholson

*The Europe Branch does not include countries within Europe that have their own branches.

The second arm of the RPGA structure is called Support Staff, and comprises those staff members who work on programs that are executed in all the branches. These programs include LIVING campaigns, Pathfinder Maps-size and other publications, clubs, Adventure's GUILD Retail Play, online play, and more. These staff members help the Branch Managers provide the quality programs that you expect from your membership. The Support Staff is comprised of:
Local Activities Coordinator: Scott Magner. Retail play, clubs, online play, home play programs, playtesting
Publications Coordinator: Erik Moss. Playbooks, the annual adventure, other publications

HQ Managers: Robert Whise. LIVING campaigns, member acquisition, information services, planned convention presence

As you can see, LIVING campaigns are going to get more attention as some of my other duties are absorbed by other

NOTES FROM HQ



WHO DO I TALK TO ABOUT...?

campaigns, clubs, Adventure's Guild, and other programs. The Branch Manager works with HQ and the other Branch Managers to ensure uniform high quality of Network products and programs. Those of you who have been around for a while can equate the old title of Network Coordinator with Branch Manager. The Branches and Branch Managers are

support staff members and our new North American Branch Manager.

While this is a lot of new information, we hope that this makes it easier for you to get the answers you need as quickly as possible.

Until next time,

Robert

North America: Tom Ko

United Kingdom and South Africa: Ian Richards

Germany and Austria: ANJEO Spital

Europe*: Ann Van Dem

TOP RPGA SCENARIOS OF 1999

As the year ends, we're proud to have to answer what has gone before. These are the top 10 RPGA scenarios that were released in 1999, as measured by highest average scenario score. The list does not take into account awards which have not been reported (officially), and it cannot account for scenarios that people liked but read less or did not like but rated highly because their GM was good. It does include all scenarios for which there was at least 15 players (4 ratings) in 1999.

Scenario Name	Author Name	Avg. Score	# Players
1. Three Cities in a Hat (2/30712)	David A. Johnson	79	93
2. The Mighty Princess (26242)	Pete and Eric Witt	74	44
3. Oath of a Pale Green Sky (26148)	Rich Pauley and Jennifer C. Jones	74	162
4. The Great Famed (The West)	Robert Whise	73	24
5. Outland (2/30254)	Wesley Peterson and Richard Pauley	73.25	134
6. Waking City (2)	Robert Whise	72	45
7. Mission to Dune (2)	Erin W. Belliveau	71.5	106
8. Secreted Gears (2)	Lawrence J. Bannock	70.5	129
9. Aerial Assault on the Desert in the East (26247)	Erin W. Belliveau	70	72
10. Star in the Sky (4)	Ann Marie Fuchsinger and Greg Decker	69.2	156

Always use the scenario you want by HQ to determine if a scenario should be retired early, or if an author should receive some help before retiring again, and to make those next Top 10 lists. For rating the scenario, a 5 means "this was perfect." For the Challenge scenarios, this means that the scenario was neither too easy nor too hard, but provided a good challenge for the players and a decent reward.

NEW ENTRIES RECOMMENDED

- | | |
|--------------------------------|--------------------------------|
| 13. THE GREAT FAMED (The West) | 14. THE GREAT FAMED (The West) |
| 15. THE GREAT FAMED (The West) | 16. THE GREAT FAMED (The West) |
| 17. THE GREAT FAMED (The West) | 18. THE GREAT FAMED (The West) |
| 19. THE GREAT FAMED (The West) | 20. THE GREAT FAMED (The West) |
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In the last year, I've been out of the office pretty steadily. I travel at least twice a month, whether to big conventions around the country, or to conventions here in the Northwest. A lot of people ask me what I do when I'm out on the road. It's an easy question to answer, but it's also related to another question that is often put to me: "Why does the Network need all this money?"

Well, I'll tell you. I depend on the majority of the time listening to you. While we are gaming, or out at lunch, I'm listening to your problems. See, it doesn't sound like much, but it is a very important part of what we do here at RD. The Network is more than just the five of us here in the office. It's the 32,000-some people worldwide that decided that roleplaying games are important to them, and took the next step. Instead between the five of us, that's approximately 7,400 members apiece. Quite a chunk, especially since most of those people don't know who to ask about their problems, or even where to start.

That's where the Network part of RPGA's Network comes in. In reality, the Network isn't chopped into five big

people. While real life intruded, and I eventually stopped promoting the Network, the desire to help people, like Gary had helped me, remained.

Now, real life and my favorite hobby have converged, and it's my job to promote the Network. When I'm out and about, I try to show that same consideration that was once shown to me. Every member is important, and it's the job of all of us to make sure that that new person, the first-time RPGA player, has a good time. It may seem like the Network is some monolithic, faceless entity that keeps asking you for \$20, but it's really made up of people, people just like you.

I mentioned the help that an RD gave me in the previous paragraphs. These sorts of people are still out there for you. They are your Regional Directors, and they are just as willing as I am to help you out when you have a problem. And that group of friends I mentioned? We formed an RPGA Club that weekend, to make sure that we could continue to have good games with good people. Odds are, if you aren't already a member of it, there's a club near you that does.



table talk

MOVES FROM THE ROAD

pieces. It's parcelled out into 32,000. Each of us has our own idea of what the RPGA is, and what it can do for us. To me, the Network has always been a way to meet other people with similar interests to mine.

I first joined in 1990, at a convention my gaming group told me I had to attend. Okay, I said, this could be fun. So I joined, and played my first event that weekend. What made it really special for me was that the judge for that first event was the guy who had taken my money, then California Regional Director Gary Hayden. Gary had driven over to Phoenix, Arizona to help get some gaming started. After the game, he noticed that I was a bit troubled by the sound, and talked to me about it. It made an impression on me — one that I carry to this day. It wasn't all that important, but it meant something to me that someone as important as Gary wanted to make sure that I had a good time.

A lot of years have passed since then, with a lot of games in between. A few years after that first game, I left college, and returned to the Pacific Northwest to

spend time with family. For a while, I remained in contact with Gary, who helped me try to get gaming organized in the area. He was very helpful, and again I was impressed by the attention he was willing to give to someone he barely knew, so that we could bring the Network to more and more

people. I can help you look up with them, so can your RD.

As I write this, I have recently returned from a convention in Kansas City. Starvation was a start for me, a real fun weekend. Staying Thursday night, and all the way through Sunday, I spent time listening to the members who had come. I played a lot of good games, with a lot of good people. I judged a great table of players, who were some of the best I've played with in a long time. And on Sunday, when we were packing up to leave, I signed someone up for the RPGA Network.

Now that was worth the money. Every penny.

Scott J. Magner
 Local Activities Coordinator
 Member # 143027

LIVING DEATH NEWS!

The RPGA's Living Dead™ Campaign will be converting to Third Edition Dungeons & Dragons®, All 1984 (2001) modules will use Third Edition D&D rules as their core rule system. The 3rd Edition D&D rules will be tailored to retain the flavor and style found in Modules of the *Red Book* and *RAWKINIST™* campaign settings. The converted Third Edition D&D rules, as well as guidelines for converting your heroes, will become available at GTS Con® 2000.

As part of the preparation for the conversion process, there will be 48 adjustments to the level system in 2853 (2000) modules. For all modules set in 1891, the definition of low-level will be levels 1 through 4, mid-level will be 5 through 8, and high-level will be level 9 and up.

Those modules (1890) which precede before June 1, 2000 will retain 10/15/30. Modules that publish between June 1, 2000 and December 31st, 2000 will have a conversion appendix added by Jan. 1, 2001 and will retain 10/15/30.

Dual classed heroes should count their levels as follows: divide level of first class by 2 (round down) and add to current class.





member spotlight

BY STEPHAN H. JOE



KEN RITCHART — PUTTING THE PIECES TOGETHER

How long have you been gaming?

I was first introduced to roleplaying in 1977, when I was forced to take an art class in seventh grade. One day, I noticed this interesting box on my art teacher's desk. I was already fascinated by fantasy adventure, and the box had this huge dragon and warriors approaching it. We talked, and she explained that it was a new game she had just picked up called *Dungeons & Dragons*. I went home and begged my parents to take me to the hobby store so I could buy this new game.

I devoured the Basic Set rulebook that night.

How did you get started in the RPGA?

I joined the RPGA the first year it started. I was member #607. I saw the ad in *Dungeons & Dragons* and decided that I should be part of a larger gaming community. In addition, they were going to have tournaments at the Gen Con Game Fair, and I wanted to compete with the best gamers. I still have my letter of acceptance from TSR.

How have you brought together your love of gaming and your passion for volunteerism?

I'm the RPGA Regional Director of the Mountain States. In addition, I have helped organize conventions and roleplaying for more than ten years, run a local RPGA club for several years, and served as a Regional Director back when it was a strictly volunteer job.

I first became aware of the charity aspect of gaming at a Gen Con many years ago. Many gamers, I discovered, did not allocate a part of their funds for charity simply because they either were not aware of what needs were out there, or did not feel that their donations would make a difference. I conceived an organization that would raise money for charity, primarily through game events and conventions. I shared my vision with my friends, and they boosted my enthusiasm and energy.

Out of this was born the Rocky Mountain Benefit Games Association, the RMBSGA, and our major fund-raiser KenCon ("Benefit Conventions"). I served as president and convention organizer the first three years, and now Tim White has taken the position and is leading the organization to even bigger and better goals. I currently sit on the association's board of directors and serve as secretary.

KenCon has consistently raised more than \$10,000 each year for the last five years. The RMBSGA has donated that money to various organizations helping the handicapped, destitute, ill, and abused.

What makes a gaming experience memorable for you?

When I recall my favorite gaming experiences, they all share three characteristics: the people, their characters, and the level of roleplaying.

Many years ago I ran a *Warhammer Fantasy Role-Play* campaign. I ran the *Power Fulfilled* the Throne adventure for my group, which occurs during a one-day festival. It took us nine gaming sessions to complete the adventure, and for two sessions, we are even picked up their dice.

Another favorite memory, and proof that the RPGA really does bring people together, concerns the club team event many years ago. Only three of us could make it from Colorado, so we drafted Lee Walker and Wes Nicholson to join our club and team. We roleplayed, laughed, and created things to come out of our DM's nose for five hours. Not only did we have a great time, but we advanced to rounds 2 and 3, and took second place overall. Everyone still talks about those sessions, the characters we played, and the judges we caused to lose it in fits of laughter.

What do you do in the real world?

In the real world, I work as a manager for a software development team at Boston Chacon, Inc. I am still single, with two phenomenal Shetland Sheepdogs, Tritan and Piper, who share my house. I enjoy busy volunteering for the RMBSGA, and helping other charity organizations throughout the year.

In my spare time, I work for *Wizards of the Coast* as an RPGA Regional Director, operate a software and convention consulting business, and operate a home business teaching people the fun of scrapbooking. My other hobbies include model railroading, reading, movies, needlecrafts of all sorts, computer games, billiards, writing, and most important of all, my friends.

In the next couple of years, I hope to continue as Regional Director for *Wizards of the Coast*, get my teaching certification for quilt making, increase my home business, and travel more. So, while gaming is an important part of my life, it is still only one piece in the entire puzzle that is life.

If you're interested in the charitable aspect of gaming, you can contact Ken by e-mail at: KenRitchart@aol.com

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Being a game master in *LIVING CITY* events involves making many decisions about character actions, running encounters, portraying NPCs, and adjudicating the effects of traps, spells, and (intensity) everything else in the world. *LIVING CITY* events are particularly difficult for the game master, for several reasons:

First, you don't know what characters will come to the table, or what they can do, so your preparation is more involved than with other types of tournaments. Second, *LIVING CITY* players can dig deep about the written and history of their characters, much more than they would if characters were provided. Every ruling that could kill a character is hotly protested, and every situation is evalu-

THE JUDGE'S GUIDELINES

ated in terms of fairness toward characters.

However, judging a *LIVING CITY* event can be rewarding, as well. You have the opportunity to think on your feet and respond to unusual situations ("I see your sword of wonder on the wall behind the monster, then I pull out the gem that gives me +5 to my rope use proficiency, which I use to catch the bad guy"). To help you through this experience, we provide these guidelines. Whether you are a veteran *Living City* game master or a beginner, they should help simplify your life and explain what you need to know to run an excellent game.

THE ROLE OF GAME MASTER

A game master's job is to moderate events and make decisions based on fairness and adherence to game rules, and most importantly, to make sure the players have a great time without sacrificing fairness. A tournament game master runs one part of the campaign. Players expect to be treated fairly, to have the core *AD&D* rules applied in all situations, and to have every chance to survive. It is your responsibility to ensure that. When you make decisions and run encounters, consider the players' and characters' points of view in addition to your own. If a situation develops in which the characters will be killed, it should be as much their own doing as the deadliness of the encounter.

The Network has a set of ethics guidelines (called *Standards of Conduct*) which it follows in considering whether to sanction tournaments, and you must abide by those guidelines when judging events. A complete set of ethics guidelines is available from Network HQ, but they can be summed up as: treat players with respect, refrain from belittling current establishments in our culture, and make sure that everyone knows it's just a game.

PREPARATION

Read the scenario thoroughly prior to the event. You owe it to the players to be as prepared as possible, to give them the best experience possible. In addition, lack of knowledge of the adventure can result in not running it correctly. Try to meet with one or two other game masters to discuss anything you don't completely understand. This promotes greater consistency between tables of the same event at the same convention. Players will talk about the event with each other later.

Players bring their own characters to *LIVING CITY* events, and are responsible for keeping records of the character's experience, wealth, and possessions. Look over the character that are brought to your table, both to familiarize yourself with them and to check for unusual magic items or discrepancies. Magic items are represented by certificates, and if the player does not have a valid certificate for the item, his or her character does not have the item.

JUDGING TIPS FOR THE LIVING CITY

PURCHASING EQUIPMENT

PCs can purchase weapons, armor, supplies and other materials at the prices listed in the *Player's Handbook* and *Access & Equipment Guide* as described in the character creation rules. These purchases can be made outside of tournament time. If players present you with a log entry to sign for armor/equipment purchases, verify the information and sign it.

Magic items are acquired only during the course of tournament play and at special convention activities. Trading magic items among PCs is allowed. Players may ask you to witness a trade, to ensure fairness. If you have time, please do. If you find any suspicious-looking certificates, inform the player that you think the certificate is suspicious and disallow its use in the adventure until it is approved by a *LIVING CITY* campaign board member, HQ employee, or Regional Director.

PRECAST SPELLS

Bards and clerics can begin play with 104 gold pieces. The player should roll to determine how many bonus hit characters has.

Wizard, cleric, bard, and druid can cast certain enchantments prior to the start of each adventure. These spellcasters can select one appropriate spell from the following list to be in play when the tournament begins. This does not count against their starting spell allotment.

Additional spells must be cast after the start of the adventure and are subtracted from the spellcaster's total number of available castings for the day. DMs must adjudicate casting of spells.

ENCHANTMENTS

1st: *Wings, wizard mark* — PSE; *weighty chest* — TOM

2nd: *Major mouth, fire trap* — PSE

3rd: *Spies, stink spell, continual light* — PSE; *accelerate* — Remy — TOM

All high-level campaign events center on expanded lists of available pre-cut spells, and that list should only be used in high-level campaign adventures.

PURCHASING PRIEST SPELLS DURING AN ADVENTURE

PCs may use gold pieces (from their log sheet) or magic items to buy spells from temples. Temple priests will never leave the temple to help adventurers unless otherwise stated in the module, so the PCs must go to the temple in question to get the spells.

Spells from the Healing and Necromantic Spheres are available on the same day as a request. Spells in All, Protection, Astral, Divination, Creation, Travelers, and Time Spheres are not available until the next day. Time Sphere spells are only available at the temple of Mystra. Spells in other spheres are not available.

Religion-specific spells (as found in *Rites & Avatars, Overt & Underhand*, and *Demonstrations*) will ONLY be cast in (or for) worshippers of that religion (i.e., priests, paladins, or enrolled worshippers who have a certificate indicating their status), unless an adventure specifically states otherwise.

A priest of the minimum level necessary casts each spell unless the PC pays a 10% pre-priest-level premium (up to 14th level) on top of the base cost (so if you want rare disease cast by a 12th level priest, you pay the base cost plus 10% of the base cost). Mystra-cut spells with increased effectiveness have their cost doubled.

COSTS

Group 1: Standard price for any PC

Group 2: Price for enrolled priest of that temple

Group 3: Price for non-enrolled priests and paladins

Standard Spell	Group 1	Group 2	Group 3
1st, 2nd level	500 GP	125 GP	250 GP
3rd, 4th level	1,000 GP	250 GP	500 GP
5th level	2,000 GP	500 GP	1,000 GP
6th level	4,000 GP	1,000 GP	2,000 GP
7th level	12,000 GP	3,000 GP	6,000 GP

Standard Spell	Group 1	Group 2	Group 3
Bestial (5th)	50,000 GP	15,000 GP	45,000 GP
Depreciation (7th)	60,000 GP	42,000 GP	54,000 GP
Rejuvenation (7th)	60,000 GP	42,000 GP	54,000 GP
Restoration (7th)	125,000 GP	82,500 GP	112,500 GP
Rejuvenation (7th)	150,000 GP	105,000 GP	135,000 GP

PCs enrolled at their temple (with an official IC Temples Certificate) get spells at enrolled price. If non-enrolled priests and paladins go to their faith's temple, they can get spells at non-enrolled priest/paladin price if they make a



Face Check in Temple. Otherwise, they pay standard price.

Obscure faiths may not have a temple in Ravens Bluff. Within the Civic Religion, the other temples will honor the "enrollment" price for the special spells if a PC's temple's priest are not high enough level to cast the spell. Other temples in Ravens Bluff generally do not have high priests of 14th level (with the exception of the non-human pantheons). If a PC of that faith needs a 7th level spell, the game master may offer the Non-enrolled priest/paladin price at a Civic Religion temple if they make a Face Check in Temples.

Temples may refuse service if a PC acts offensively to their faith.

PURCHASING WIZARD SPELLS DURING AN ADVENTURE

The following spells are available for purchase from the Wizards Guild during normal adventuring. The game master may rule that no one is available at the guild to honor a given request, if a spell is deemed to somehow risk the adventure.

These spells will be cast by a caster of the minimum level required unless the PC pays a premium of 10% pre-caster-level above the base price. Generally, casters up to 14th level are available at the Guild. If the PC makes a successful Face Check as either General or City Government, a caster of up to 24th level is available.

Doppel mage (3rd)	5,000 gp
Remove curse (3rd)	5,000 gp
Rejuvenation (6th)	50,000 gp
Stone to flesh (6th)	50,000 gp

Wizards Guild members (with an official IC Wizards Guild certificate) may purchase these spells at 80% of the published rate. Be rare to check the player's membership certificate, as some guild members may not be "in good standing."

Other spells may be requested of the Wizards Guild using

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the special request process documented on the Living City website, or at Wizards Guild booths at major conventions. This is a non-adventuring activity, which adventurers may be able to use to avert an unfortunate occurrence.

DURING PLAY TIERED ADVENTURES

LIVING CITY adventures are designed for player characters (PCs) of any level. We accomplish this by a level-based tiering system in which the various foes and obstacles are different for different groups of PCs. At the beginning of the adventure you'll find instructions for how to determine the tier that the PCs at your table fall into.

The foes in a tiered grouping are designed to challenge characters whose average level is in the center of the range. If the characters at your table are having too easy or too difficult a time, you can mix and match foes from the different groups above and below the one the characters fall into. The goal is to provide a challenge without overkill.

KITS AND SPECIALTY PRIESTHOODS

Players whose characters have kits or specialty priest-hoods must bring the handbook which describes the kit or priesthood. You are not obliged to honor kits or specialty priest powers if the player cannot produce the proper book. If kits are involved, use the special limitations to offset the special benefits and maintain play balance.

FAMILIARS AND FOLLOWERS

Some characters may have followers or henchmen. However, these followers never adventure unless the follower/henchman certificate specifically allows the follower/henchman to adventure. It is assumed that followers stay behind to watch the homestead.

If a wizard has an unusual familiar, you may disallow its use if the player cannot present a certificate for it.

RECOGNITION AND FAME

The Fame Rating system gives the chance on 1d20 that a particular PC is known to an NPC of a given grouping. Fame is given at the end of adventures in categories, and can range from 1 to 18 in a given category. To make a Fame Check, roll 1d20 like a proficiency check; if the result is lower than or equal to the character's fame rating in the

appropriate category, the check succeeds. A character may always check against the General category rather than a specifically applicable category. Remember that recognition is not always a good thing.

PCs who have had reputations may acquire Infamy Points. When you look over the character sheets at the start of the adventure, note infamy and find out the details. Then use the character's infamy at your discretion during the adventure. Don't make Infamy checks, and infamy is not given in categories. Bad news travels fast.

In interactions with NPCs, role-playing is the most important consideration. If a character is acting like a jerk in the moment, he should be treated like one. Reaction adjustments for Charisma apply at the beginning of the encounter only, to determine first impressions. Certain extenuating circumstances may modify the reaction roll, such as fame or class involvement with the NPC (city watchmen dealing with the City Watch, Wizard Guild member dealing with the Ministry of Arc).

NPCs who are not written into a module should not provide material assistance during and adventure. They can be used to get the PCs on track, or to provide additional role-playing if the PCs seek them out.

ALIGNMENT INFRACTIONS

Alignment infractions are a touchy subject. Ultimately, you are the final authority, but you must warn the player if his character is deviating from his chosen alignment. This warning must be clear, and make sure that the player understands. The PC can then correct the behavior, justify it, or face the consequences. If infractions continue, an alignment change may be in order. If a character changes alignment through play, and it is "voluntary" (i.e. not a magical effect), then the character loses experience to place him at the beginning of the next lowest level. Multi-class characters drop to the beginning of the next lowest level in both classes. Characters who become evil are retired from play.

These measures are a last resort; there is more than one way to play a given alignment.

DYING AND WILLS

Dead characters (ones who stay that way) may bequest ONE magical item to ONE PC through a Will (or speak with

This is to verify that the Living City™ character

Obtained the following item in the event *Magic Polyhedron* – premiere item

Head of Vecna



The major artifact grants several impressive powers to anyone who replaces their own head with the Head of Vecna. The process tends to turn the wearer into an undead, which could be a downside. If you replace your head with the Head of Vecna, send this card in to *Cats by Mail* along with your character sheet, and we'll send you the powers.

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Authorized Signature
Convention

Rhonda Wise
Winter Fantasy

DM PGAR 197045
Date 1-14-98



dead spell). The Will must be prepared before the character died. The recovering character cannot be one of the same player's other characters. Magical items that are not disposed of via a Will are removed from play, and may not be retained by players. Vaul (do not destroy) all magic items certificates for that character. Losing dead PCs is considered an evil act, but gathering items necessary to pay for a nice *dead spell* for the dead PC is acceptable.

The magical items of dead characters may not be put into a charity auction, raffle, or other event, through a Will or any other means. The items of dead characters leave the game.

RECOVERY OF DEAD PCS

When PCs die, players like to have the bodies recovered so the PCs can be raised from the dead. This is possible if not all the PCs died, and one or more of them recovers the bodies.

If all of the PCs die (this is called a *total Party Kill*, or *TPK*), then recovery of the bodies becomes more difficult, and depends on the circumstances under which everyone died.

If the deaths occurred in the city or civilized lands, you can assume that someone came by and brought the bodies to the nearest (or most appropriate) temple.

If the PCs all died on another plane or in a hostile comba-

tion (say, in the depths of the *Abyss*) you can safely assume that the bodies and items were not recovered. You can also assume that the bodies were not recovered if the fees would not then, as would take steps to make sure no bodies were ever found (as in the case of some evil temples). You should be very clear with the players as to why the bodies could not be recovered, since they will want to argue with you or do something about it.

In cases where the chance of recovery is ambiguous, then you have to use your judgment. Unless the fees would destroy the bodies as a matter of course, you can assume that they were left in the wilderness or wherever, and tell the players that the bodies were eventually found and brought to a temple, or that they were not found but certainly could be if anyone were looking for them. Be kind to the players in these ambiguous instances; the goal is to have fun, and losing your PC because his body fell in a cliff and no one found it is not that fun.

In the case of *TFEs*, you can assume that if the fees are the type of people who would use magical items, then they would steal from the PCs any items they could use (so a group of thug fighters would take magical weapons and armor, but not scrolls or wands, and they might miss magical rings). That taken judgment, too. If the fees are not the kind that would bother with or know the value of magical items (low-ranking fiends, stupid humans, garts who cannot use human-died stuff, etc.) then you can assume that the dead PC's items were not stolen if the bodies are recovered.

USING AND DESTROYING MAGICAL ITEMS

When magical items are used up during an adventure, you should ask the player whether you should tear the certificate or mark it void, then do whichever the player prefers.

When items are destroyed by magical effects, *AZKAYS* mark the certificates void. Do not tear them up, let the player do that if he or she chooses.

In the case of a *TPE* where the bodies are not immediately recovered, you should collect the coins from all the characters and turn them into your Regional Director or to a Living City staff person. If neither of these are available, turn them in to the convention coordinator. That way, if the PC is later recovered and brought back to life, the coin certificates are still in existence. By destroying coins when the final fate of the coin is unknown, you just make players spend for no reason.

If items are stolen from PCs and not recovered by the end of the adventure time, you should mark them "road-stolen" and include the date.

If it seems that there will be a dispute about your handling of the accounts when PCs died, then do not destroy anything. You will just cause problems down the line. Turn everything in to an appropriate official (as described above) and explain what happened. You may be asked for a written statement, which you can provide later.

EXPERIENCE POINTS

During the course of the adventure, the PCs will earn experience points based upon their accomplishments.

02BRIAN'S BIRTHDAY
05BRYAN'S BIRTHDAY
12CLARENCE'S BIRTHDAY
22ANDREW'S BIRTHDAY
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Some of these points are for overcoming obstacles, finding information, defeating monsters, and recovering treasures. This is summarized at the end of the adventure. All characters that contributed to the success of an encounter and survived the adventure (or were raised immediately after) receive the listed experience points. For example, if an encounter lists an experience point value of 100 each—each PC participating earns 100 points. All experience points are awarded at the end of the tournament only.

Points rate that experience points are given to the level of the group, as are the combats. Read the instructions included in the adventure for awarding experience points carefully. Experience points are summarized at the end of the tournament.

A character cannot go up more than one level per tournament round, but does not lose excess experience points as in a normal campaign. These points are part of the total; the character will advance to the next level at the end of the next event.

TREASURE

During their adventures, **LIVING CITY** characters accumulate treasure. It is up to the players how that is to be divided. The players should record what their individual characters acquire. The *Treasure Summary* contains a list of specific items and guidelines for other items that the PCs can keep. Follow these guidelines without deviation. The PCs must be informed of the nature and power of all mag-

ical items. They are assumed to have them identified to their own line.

CALCULATING MAGICAL ITEM VALUES

Potions of longevity may be sold to the temples for 5000 GP at any time. For other magic items, use the gold piece value on the certificate. If there is no gold piece value, use the following guidelines to determine the value of any item for spell purchase purposes:

Armor and weapons have a base value of 2,500 gp per plus. If the item has additional powers, add 5,000 gp per additional power.

Rings and cloaks of protection are worth 5,000 gp per plus. If they have additional powers, add 5,000 gp per power.

Rings and miscellaneous magical items are worth 5,000

AD&D RULES TO PAY SPECIAL ATTENTION TO

The following rules should be reviewed and used during *Living City* adventures:

Morale and Morale Checks: each foe is given a morale rating, which indicates when the foe runs away. This is important and balancing information, as some opponents might be very tough but easy to scare off. Please do not disregard Morale Checks. To make a Morale Check, roll 2d20. If the result is greater than the foe's ML (at the end of the stat block), the creature tries to flee, or surrender, whichever is appropriate. *D&G* p. 54.

Reaction Checks: At the start of an encounter with NPCs, you should make a reaction check using the PC doing the talking as the primary person. This sets the tone for the roleplaying to follow. Bad reactions can be overcome through good roleplaying, but since you do not see a Charisma of 6 when looking at the player whose character has a Charisma of 6, you need to simulate the negative reaction using Reaction Checks. *D&G* p. 140.



DO NOT ACTUALLY DO THIS.

AD&D® 2ND EDITION OPTIONAL RULES USED IN LIVING CITY EVENTS

PLAYER'S HANDBOOK

- Weapons Proficiencies* (p. 75)
- Base Encumbrance* (p. 102)
- Expensive Spell Components* (p. 113)
- Ferrying* (p. 113)
- Group and/or Individual Initiative* (p. 124-126)
- Initiative modification* (see Table 56 (p. 126))
- Weapon speed* (p. 127)

DUNGEON MASTER GUIDE

- Potions and Weapon Proficiency* (p. 62)
- Shields and Weapon Proficiency* (p. 62)
- Brewing at Death's Door* (p. 204)
- Aerial Combat Encumbrance Rules* (p. 204-206)
- "Dark" Information* (p. 245). This means perception of differences in heat sensation, so one can see living bodies and campfires, but not undead, terrain features, or tracks left by living creatures. Dark deep gnomes, and dwarves have a special version of information that allows them actually to see in the dark as humans see during the daytime, up to their stated range of intrusion.
- Terrain Effects on Movement* (p. 167, Table 73)

Do not use other optional or home rules unless they are allowed by the character creation guidelines or these guidelines. Sourcebook rules apply only to the material from that sourcebook.

gp for a single minor power (such as invisibility or blinking). Add an additional 2,500 gp per additional power.

Rings and miscellaneous magical items with major powers (ring of free action, bag of tricks, bag of holding, ring of elemental command, etc.) are worth 30,000 gp for the first power, and 5,000 gp per additional power.

Things which seem to be minor artifacts are worth 10,000 gp.

Rods, wands and staves are worth 12,500 gp if half the charges remain, and only 5,000 gp if fewer than half the charges remain. If there are no charges remaining, the item has no value.

Scrolls are worth 500 gp per spell level re-inscribed on the scroll.

Purses are worth 2,500 gp per full dice containing.

SOME EXAMPLES:

Cost of *Shield of Protection*: 20,000 gp (10,000 gp for +2 protection plus 10,000 gp for the major power of 1st-level magic)

As with a single gem embedded: 25,500 gp (10,000 gp emotional value, plus 2,500

gp for +1, plus 5,000 for the light power of the jewel, plus 5,000 for the gem power—the dice cost include the base value of the gem)

Ring of *mind shielding*, 5,000 gp

Ring of *fire resistance* (at below fire-dmg): 7,500 gp (5,000 for +4 fire protection, 2,500 for additional damage reduction power)

Items uniquely of interest to a particular faith in the DM's opinion may be valued as much as 20% higher. These items are generally tied to the faith somehow on the certificate.

These formulas will not always give the same values as found in the *Dungeons Master's Guide*, but *LIVING CITY* does not have a normal economy. Use your judgment, and err on the side of conservatism, but if an additional amount less than 5,000 gp would get the spell denied (especially for spells that bring one back from the dead), be generous: don't refuse to let someone buy a *raise dead* spell when they are 1,000 gp short if there was any room in your estimation of item values.

DISPUTES

The *LIVING CITY* program functions as the "Honor System." That is to say, player honesty regarding dice rolls, stats, magical items, and money will be maintained at all times. If, as a game master, you feel that a player is cheating, you may investigate the matter and warn the player. If cheating persists, take action to remedy the situation as you see fit, short of killing the character. While best dealt with at the gaming table, these remedies may include speaking to the convention director, *LIVING CITY* Campaign Staff, your Regional Director, or Network HQ. If play is disrupted by this player, then politely ask him or her to leave. Unnecessary, ask the convention staff for assistance.

When disputes over rules occur, handle them as quickly as you can while remaining fair to the players. Listen to the argument, make a decision based on game rules and these guidelines, and move on.

Should a dispute arise over decisions made at the gaming table, these are a review process available for the player to seek redress. Players must submit their grievance in writing to the *LIVING CITY* Communications and Information Board Member (email: LCInfo@yppa.net), who shall investigate any claims. Reviews of play conflicts generally support the game master unless there is clear reason not to.

The decisions of game masters in running games can only be overturned by a the *LIVING CITY* board acting in concert, by the *LIVING CITY* Communications and Information Board Member, or by an employee of the RPGA Network. Regional Directors have the authority to review and investigate disputes, but not to overturn game master decisions. Convention coordinators do not have the authority to do more than refer the matter to a *Living City* campaign staff person, Regional Director, or HQ employee. ■



ANOTHER GAMES' CLASSIC

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If you ask an Ordweisan their scales glitter in the Border Kingdoms like a dropped coin sparkling in the mud of a pig wallow, to other Borderers happy as the millstone, Ordweise seems more like a creature made of gaudy carmine was rubies to beget with, and to show my nose were both lovely and useless, worn by someone too foolish to know how they appear in these around them

*Ordweisland Master
 Mage/King of Zordalorb
 In conversation with Nole
 Tear of the Arch*

Our ongoing look at the bizarre and sometimes surprising goings of the Border Kingdoms brings us this month to the coastal realm of Ordweise, the "Echo of Galanahan."



Elminster's

A NOVELER'S GUIDE TO THE FORGOTTEN REALMS™

ONDEEME

Once a land of small hamlets carved laboriously out of a lush forest, Ondeeeme was transformed forever when the mage whose name it bears founded his own kingdom here.

Known originally as Phaedusa, after an archmage who dwelt alone and died there so long ago that all traces of his humble keep have vanished, Ondeeeme was then a land of hard-working farmers (not crops seemed to grow best) protected from wolves, bears, and the occasional lycanthrope as well as by their own "vest-pocket baron," the self-styled Lord Athalric Klamerson.

Athalric, a hard-drinking brawler who rarely diverted himself of his magnificent, glossy, many-barbed suit of armor, spent much of his time drinking and most of the rest of it weeping, and told tales of his days as an armorer in the lowest ranks of Tethyrian service that would make a baron believe that the survival of that land — and most other Swart Coast cities, too — depended on the lion wits and strong omelette of a lone man . . . who just happened to be known to the gods as Athalric Klamerson.

His subjects, however, liked and understood Lord Athalric well enough. He neglected to tax them, armed with his wand and whenever they cried for aid against forest goblins, and only taxed laws and decrees face-to-face, when called to dispense justice. Athalric lived well in his overlarge, grandiose keep, leaving the days away on the feet paid to him by certain Tethyrian interests for silently taking stolen goods, out-of-favor folk, and kidnapped hostages-for-cash in his castle. He was discreet, had few more beyond the parade of lovely ladies his Tethyrus associates brought him, and sponsored his concerts, as he tired of them, in working as baroness of the Sword of the Lord era, which was known to barons as a

pleasant, even luxurious stopover in the midst of poor farms in the wild wood.

One of those wayfarers through Phaedusa was a successful wool-merchant of Solustad who evidently liked what he saw. Ondeeeme was a restless man, with a natural aptitude for magic and a love of dabbling in new schemes and young, opening markets. He hated to abide under the wills and laws of others, and saw the "unsubstantiated" Border Kingdoms as his chance to found his fortune and live as he pleased.

THE FOUNDING OF ONDEEME

Descending without warning on the Sword of the Lord one cloudy early spring afternoon in the Year of the Tower (1360 DR), Ondeeeme blasted away valiantly with slaying spells until the speaking inn was a smoking ruin. When Athalric and his men bolted out of the castle in armed fury, he blasted them to ashes, too, and then calmly accused the entire of all life and settled down for a good night's sleep in Athalric's bed with the still-remembering bodies of the consorts and servants he'd slain strewn all around.

For the next three days, the ruffian mage visited farm after farm, serving all Phaedusians his gear full upon the same way, "taking astonished paying farmers with blue lightning," as one eyewitness — a peddler who forthwith crept away westward, abandoning his clothing park — described it.

When all the realm lay silent in death (though there are the usual tales of farm children who fled into the trees to watch in horror, and even bears of Athalric who escaped the harvesting of the inn), Ondeeeme went to Galanahan, and began whispering in the ears of all younglings there who desired magic and power of their own, bidding them come to his new realm before water. Then he ordered his waiting

hoodlums, servants, and factors, and returned to chastised Ptolemy to found the new kingdom of Ondesme.

Under Ondesme's iron rule (and the ever-present threat of his blurring magic), the forest was cleared with astonishing speed, and sheep farms like those that had made the new Mage-King wealthy were established. As would-be magics and mages came from all over Calanchar to begin to arrive, Ondesme let no time in adopting the arts and habits of that land: he wanted his own realm to stand as a beacon to the restless, lawless, and unruled of Calanchar, the Tadhalar, and the other coastal cities around the Skinning Sea.

He succeeded in this all too well, finding his busy hands full of an endless succession of deceitful magics, cruel Gopplesingers, slaves, smugglers, and thieves looking to establish new thieving-guild chapters, vicious street-battles and covert murders became daily occurrences, and chaos rose to become the real ruler of the realm. Ondesme went into hiding as he struggled to master modifications to an ancient spell he'd found, that he'd planned to putter

A rank beneath Aquarius are the Seraphim of Blackblade (akin to a watch-captain for the town) and the Samphanars of the Lands (responsible for policing Ondesme outside the walls of its capital, and based in a tiny keep overlooking Tarrabold).

The Seraphim of Blackblade is Saerna "Greyhulk" Hlango, a bitter and sadistic former lady escort of Schmedar who takes the town out just through the only strong, leather-armored Night Watch (which despite its name patrols most heavily by day), but is particularly by means of the many spies and Yarrukra's lessons as to how they report only to her. Saerna's rages are legendary, and the rest of the Sea are said to fear her, whenever anyone persecuted by her tyrannies has moved to Gertoy or discipline her, the Mage-King has vanished, but Saerna has always managed to produce a hitherto-unknown enchanted item or magical trap to confound, humiliate, or destroy her challenger.

The Samphanar of the Lands is the sarcastic, hoodlum Gumbin Nathloch, known across Ondesme for his flowing

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EVERWINKING EYE

BY ED GREENWOOD



away at least a few years. It was a magic that enabled its caster to mentally control (in a manner akin to a charm spell) any creature whose blood could be procured for the casting — a spell that could be combined with multiple attempts to form a large web of control over a dozen or more beings, if the caster could withstand the mental strain. Ondesme could and did, successfully modifying and then using the spell to control nine and later eleven humans and magics of middling power. Treated well and ruled but lightly, they became his "advisory" and war-officers, moving reluctantly to establish his rule once more over the realm that bore his name.

Mastering his bloodmagic charm spell took Ondesme most of 1361 ED; it was late in the following year — 1362, the Year of the Hides — when he and his leading magics emerged once more to seize control of the hinterland of thags that Blackblade, Ondesme's capital town, had become.

THE SLEE

Five of Ondesme's controlled magics are Calanchar men of mature years, one is a woman of like age, three are young and vigorous males, and two are young females. Known collectively to Ondesme as the Slee (a word born of a letter abbreviation by one Blackblade merchant that "they are the secrets in Ondesme's sleeve"), these sleeper magics consist of three Seraphims: four Odellars, and four Nicars.

THE SAMPHANARS

Chief among the Slee is the mildly tip-tooped and careful, quiet and private man known as Wim Aquarius. Holding the title of Samphanar of the Ondesmar (master of the seafarers) he is the closest thing to a trusted friend that the Mage-King has

yellow hair and posture. He rides a griffin (as sometimes a sleek-winged lizard, though some say this is but a transmutation he works on undertings who've displeased him) steed through the streets to dart about Ondesme, and has an eager eye for feminine beauty that is as ardent as that of the Mage-King himself.

Gumbin is said to dabble (by means of bribes and ruse-and-mongering, placed through a busy-shuffling stream of peddlers and caravan-merchant agents) in the politics of his native Almarous, and spends his time executing his elite Swords of Ondesmar (a force of craft and capable warriors who fight with long swords, daggers, lances, and crossbows, and wear simple scale mail sapplanted with full plate armor when on guard duty). The "Slee-Swords" have skilled through every ramp and thicket of Ondesme, folk say — and "good-accusably-ear every lady's bedchamber in the realm, too."

Our tour of the darkness, spell-ruled realm of Ondesme (a land Elminster grimly describes as "a realm of far too many disgraced magics for anyone's good") continues next issue. ■



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 03NOTES FROM OS
 12BARBER'S BARBER
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 32READER SURVEY

30th day of November, Year of the Unstrung Harp

To Queen Abriol of Silverport, Lady Hope of Larvat, and Trust De'Ulbin and guests.

Daughter of the Weave, I have been secondhand from my friend Elag Bruner Rathbushamer that my recent reports on the Realm Below have shaken the foundations of more than one of the Twelve Cities. He reports that at times your wife cannot sit still but has held the Council of Twelve Free together during moments of particularly heated debate. I wish you well in your continuing efforts to knit the goodly races into a strong jewel of the Isles of Jaded Myth, Dream, Acoliths, and Phaloms.

When I prepared my original report and the addendum on Underpore, I had not thought the manner of particular import to the security concerns of Larvat, for it reveals details

which equally well in slauer my campaign world with a large subterranean environment and deep dwelling drow. For example, in the World of Greyhawk® where Ghemorad's place in the pantheon of gods is occupied by the Holy Elemental God, the City of Ooze might lie deep beneath the Teth Mountains, far from the caverns of Trethe-Gith (located in Vault of the Drow and Dead Gods) and the Surface Sea (arguably detailed in The Night Selves or Downcast® #13 - "The Kingdom of the Ghards").

LLURTH DREIER

The City of Ooze occupies a chaotic, vast, shallow cavern in the lower reaches of the Underdark, more than nine miles below the granddams of the Sharr. Carved in mass part by a great subterranean lake fed by nutrient-rich river that winds its way down from the surface, the cavern's water level has gradually subsided over the millennia, leaving behind a much smaller body of water scarred by large, sprawling, fertile mud flats. A rocky plateau on the northwestern periphery of the city curves along the original lakebed and is still home to the bulk of the population.

Warm, breathable air, tinted with the rancid odor of sulfur, steadily bubbles up through the ooze from the depths, ensuring a renewable air supply. The River Dreier supplies sweetly, albeit potable, water to the fields and a rich supply of nutrients from the surface. The cavern that houses Llurth Dreier has little in the way of mineral resources, except for rich beds of baragium (a rare white metal refined from Underdark clay deposits that reflects all magic and vents powerful shocks on contact), but the city's immediate environs are awash with leucress (Underdark industries). Further afield, mines from the City of Ooze have found modest veins of iron, silver, sulfur, and mithril. They also have unearthed many small, gemstone deposits from the enveloping ooze, including unworked jewels such as amethysts, amethysts, eye agates with blue centers, fire opals, dark-hued sapphires, jasperite (spinelite), and onyxites.

The mud flats revealed by the receding waters are sown with spores and serve as rich fields for a wide variety of fungal crops. Slava bread large heads of cane pag that feed on fungi grown in the muddy shallows. Smaller heads of deep red-thrive on the rocky shores of the mud flat flats and other large fungi are uncommon, for the drow have hunted most such species into extinction. Smaller animal species, such as subterranean varieties of wolf, boches, salamanders, and dogs, thrive in this environment, climbing through the muck. Strange varieties of monstrous amphibians, and all manner of oozes, jellys, and slimes, dwell here as well.

Who Rules? Since the defeat of the Spider Queen's followers by the folkish of Ghemorad, the City of Ooze has

Llurth Dreier: City of Ooze

BY GREG L. BOYD

of a realm that has far beyond even distant Galmarus, and I have not been able to confirm its veracity. Nevertheless, certain troubling events in the past few weeks now suggest that, despite its apparent remoteness, activities in Llurth Dreier may well shape Meroberran's future, and thus that of the Highlands, for many years to come. Though I have no wish to trouble you with further righteousness perpetrated by my lot, I feel I must deliver this report to you, as well.

Since the release of the classic *Descent into the Depths of the Earth*, *Silvies of the Kuo-toa*, and *Vault of the Drow* modules, fans of *DUNGEONS & DRAGONS*® have been inspired to mount expeditions into the Underdark of their favorite campaign setting. Although also in comparison to most surface settlements, Meroberran, the City of Spiders, represents but one of the many exotic locales found in the depths of Abee-Tell, the world of the Forgotten Realms campaign setting.

The recently released *DREIER De'Ulbin's Guide to the Underdark* attempts for the first time to detail the major subterranean settlements of the Sword Coast of Ferrin. Nevertheless, the Underdark contains many truly unique settings as yet unexplored. Llurth Dreier, which lies beneath the granddams of the Sharr and is believed to be the largest drow settlement in the Realm Below, is one such city. Underpore, the capital of an expansive dungeoneer kingdom that has on the roof of a great rift in the earth, is another locale that escaped Trust De'Ulbin's original report, details of which appear in *DRAGON*® Magazine #267.

Although this article details a subterranean city set in the FORGOTTEN REALMS® campaign setting, Llurth Dreier

been ruled by noble houses loyal to That Which Lurks. Delegates from each drow noble family are appointed to the ruling senate, a body known collectively as the Lords of the Elder Eye. The senate is riven by factionalism, backstabbing, and short-lived alliances, reflecting the never-ending power struggles between the various noble houses. Leading lords of the Elder Eye include Archend Amtharad (CE draw em F17) of House Amtharad, Verana Dar'Sharred (CE draw of W0118) of House Dar'Sharred, Drazul Nerastalaka (CE draw of F14/T15) of House Nerastalaka, Tarlyn Tamtala (CE draw em F13/W12) of House Tamtala, Nyn Warbbardryn (CE draw em F12/P13-Ghaunadaur) of House P13-Ghaunadaur, Phazax Vint'ar'elusa (CE draw of F16) of House Vint'ar'elusa, and Lessnar Zyporkh (CE draw em F18-Ghaunadaur) of House Zyporkh's.



Who Really Rules Although the City of Drow is nominally ruled by the drow who make up the bulk of the city's population, the true masters of Lath Deris are the aboleth. Collectively, these piscine monsters magically and personally dominate key members of the drow and slave populations, enabling them to rule unchecked. Unlike some aboleth-ruled cities, a single Grand Servant has never ruled the aboleth of Lath Deris. Instead, members of the elite servant aboleth caste form the Grand Cabal, a deliberative assembly nominally subordinate to the Lords of the Elder Eye that can spend years in interminable debate before reaching a decision by consensus. As presently constituted, leading members of the Grand Cabal include Kevak'Dethnag (CE servant aboleth P012/M17/P11 of Ghaunadaur), Tazop'Dethnax (CE servant aboleth P014/M01/P10 of Ghaunadaur) and Masad'Nidhored (CE servant aboleth P010/M12/P10 of Ghaunadaur). There is little direct contact between the various factions of the Grand Cabal, for most political battles are fought through proxies among the Lords of the Elder Eye.

Population: Some 400,000 drow dwell in the City of Drow, making Lath Deris the largest Ser-Tel'Demuir enclave in the Realms Below since the fall of Belerost. Intensive warfare, which keeps dark elven numbers in check in most drow societies, is ruthlessly suppressed by the aboleth overlords of Lath Deris, which has enabled the total drow population to soar to its current level. Of

that number, perhaps as many as 6,000 drow (1.5%) are actually ghaunadaur masquerading as drow born. In addition, more than 12,000 aboleth dwell in the City of Drow, of which more than 240 (2%) are ancient aboleth. As noted previously, countless oozes, jellys, and slimes also make their home amidst the city's road flats, but few are sentient. Finally, the drow and aboleth are served by nearly 500,000 slaves, making Lath Deris one of the largest cities in all Faerûn. The slave population includes dark skins (a more powerful variant of common skinn with many magical abilities reminiscent of their drow ancestors), gold dwarves, kno-tsa, ogreoids, dithenomorpha, orythalis, and a handful of other races.

Major Products: Agriculture produces (primarily edible varieties of fungi), cave pigs, gemstones, slaves, sulfur, and unworked hazzkhan.

Armed Forces: The armies of Lath Deris have long terrorized the Shardsak, as the extensive region of tunnels and caverns west of the Ladrass are known. The city's armed forces, which number more than 200,000 soldiers, are divided into 1,000 tentacles, each of which is commanded by an aboleth marshal. Each tentacle includes a score or more of demagogued drow commanders of noble blood. The drow commanders in turn command slave legions of ten or more troops. Each legion is made up of slaves of a single racial type, the most common of which are drow commoners, dark skins, and dithenomorpha. Most tentacles are assigned to guard duty on the muddy fields of Lath Deris, ensuring dutiful subservience from the slaves that labor in the track. The remainder patrol tunnels and caverns within a hundred or so miles of the City of Drow, often skirmishing with the Waterdeep, as the western arm of the Deep Realm of the gold dwarves is known. However, despite their numbers, it should be noted that aboleth-dominated troops have proven far less effective than free-willed soldiers, reducing the overall impact of Lath Deris's massive army.

The Fanatics of the Overflowing Pit are an elite order of fanatical drow crusaders dedicated to That Which Lurks who wage endless war on the depths of rival faiths. More than 500 male and female drow are members of the Fanatics of the Overflowing Pit at any given time, although the exact number varies by as much as one-tenth of the average total. The order can trace its origins back to the

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such as that titlathos can act as fee-ranging agents for the aboleth, stealing knowledge from across the Realm, and then return home to be consumed by their masters. With the backing of the Grand Gabel, Doran Vylcrest has dispatched its agents far and wide across the Underdark, to great success: in the *Door of the Prince* (185F RR), one notable failure made it as far as the gates of Hornoberman before it was mysteriously slain.

Kjil's Jethonar (12 aboleth Pw27), one of the more powerful aboleth who is not a member of the *sevent caste*, is the foremost authority on the *Inevitable Act* (poisons) and *Utricks* in *Death Drive*. Thought to have consumed at least one elder brain, as well as numerous representatives of other personally skilled species, Kjil's Jethonar is in the forefront of research into new poisonous disciplines. Kjil's Jethonar is considered a heretic by its fellow aboleth, and its association of that Which leads it considered suspect. There have been rumors that Kjil's Jethonar and its followers are plotting to secretly emigrate from *Death Drive*, a development that the Grand Gabel would almost certainly oppose.

Notable Clergy & Churches: *Ghaumadar's* faithful wholly dominate *Death Drive*, and the veneration of other deities is strictly forbidden. Gods of other gods are hardly suppressed, even among the slave population, and followers of *Lath*, the *Spider Queen*, prominent goddess of the *draw*, and *Pacothrus* the *Flood Queen*, primary god of the aboleth, are singled out for particular persecution.

As every member of the Grand Gabel is a high priest of *Ghaumadar*, there are at least as many temples in the City of Gaze as there are *sevent aboleth*. Although normally united in the worship of *Ghaumadar*, most temples are tightly coupled with an independent sect of the *Elder Eye*, whose theology teaches that it is the true faith. Each temple's clergy is drawn from the ranks of *common aboleth*, *draw*, and, in some cases, a handful of *ghaumadar*. The bulk of a congregation is typically drawn from *draw commoners* directly or indirectly controlled or dominated by the *senior priests*. The most prominent temples are tightly coupled with a powerful *drawable house*, for there is little separation of religious and political authority in *Death Drive*.

• **Basin of Sacred Silence** [8], temple complex to *Ghaumadar*: *Narad Withered* (see above); 28 aboleth priests, 112 *draw priests*, 5,198 followers. Perhaps the most prominent temple in *Death Drive*, this temple complex consists of a stepped bowl-shaped depression carved into the cavern floor, over which hangs a massive stalactite. Some drops of the *puskale* above into the natural spigots below. As the basin of *silence* never overflows and the stalagmites never drain out, many point that some sort of magic must be at work. The *silence itself* has many of the same properties as *aboleth muzzos*, enabling non-aquatic worshippers to swim indefinitely amidst the *regions of silence*, *silence*, and *silence* that populate the basin. During religious ceremonies, crowds gather on the upper steps of the basin, just above the surface of the *silence*, in order to observe manifestations of the *Elder Eye*. This sect is

closely allied with *House Zephrak*'s.

• **Hall of the Faceless Lord** [9], temple complex to *Jullidar* (*Ghaumadar*): *Tyrr'Withered* (7th *sevent aboleth* Pw27/M11/P16 at *Ghaumadar*); 18 aboleth priests, 32 *draw priests*, 1,628 followers. Carved into the wall of a *moats* *hang* covers far from the heart of *Death Drive*, this temple complex lies partially beneath the water table of the *moat* *hang*, and as a result is flooded with several feet of *moat* on its main level. Lower catacombs are entirely flooded with *moat* *hang*. The Hall of the Faceless Lord consists of a series of increasingly horrific chambers. The walls, floor, and ceilings of the complex are covered with a thin layer of ooze in which are trapped the tormented souls of past sacrifices. Each and is capable of manufacturing only as a blurred two-dimensional depiction of its former shape twisted by madness. Getting into the ooze does not provide any release or escape, but it does release a torrent of *decaying blood* that burns like acid any living thing it touches. More than one adventurer based from the surface has been hired to find and destroy this temple, to no avail. For most sacrifices are *hunted* or *decimated* brought into the city as slaves. The tormented souls trapped in the temple's walls cannot achieve lasting peace while the temple remains undisturbed, and until such time they have the ability to plague the nightmares of those who sold them into slavery for as long as they live or remain in the Realm. This sect is closely allied with *House Des'Sharoon*.

Notable Guilds: Closely related aboleth share a great deal of the same knowledge base, although each individual aboleth is expected to advance its own unique area of specialization. In essence, groups of closely related aboleth and their *senior craftsmen* form guilds, for such is their specialization that distantly related aboleth cannot compete with their knowledge base. Every generation, a handful of aboleth in advance their area of specialization that they far outpace their siblings and cousins, in essence creating a new guild and a new familial line. (The last three siblings of an aboleth's name reflect the last three recognized familial line formations in its heritage.) Over time, a succession of such splits have led to a strong differentiation of responsibilities among the major aboleth familial lines, and ever-increasing specialization among the aboleth populace. At present, the most prominent aboleth familial lines include *Utricks* (*magical*), *Jethonar* (*Inevitable Act*), *Withered* (*theology*), *Yaphras* (*alchemy*), *Vylcrest* (*silence-breeding*), and *Karborag* (*trading*), although more than twice score recognized familial lines (and hence guilds) exist.

Equipment Shops: Full. (Items selling for 500 gp or less are available in the city, and more expensive items can be acquired for those willing to wait or pay a lot.)

Adventurer's Quarter: Few adventurers visit the notorious City of Gaze for obvious reasons, and most other city trade between *Death Drive* and its neighbors occurs in outlying holds on the edge of the aboleth-dominated domain. Nevertheless, on rare occasions visitors do visit the City of Gaze, and a handful of establishments cater to their needs.

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- **The Meehouse** [10] (fair/moderate) lies within Urth Dreer's muddy fields, catering primarily to those who must meet directly with the aboleth or inspect the produce of Urth Dreer's fungal fields. The bar itself is carved from a thick column that rises up through the mud, linked to dry land by a hanging bridge of polished shroeker stilts. The house specialty is fermented aboleth mead, a syrupy drink heavily palatable to non-dominated surface dwellers that confers the water-latching ability of aboleth species.
- **The Melodious Meld** [14] (good/expensive), situated in the massive structure known as the Urth Redoubt, doubles as a tavern and perhaps the most unusual concert hall in all of Faerûn. Run by several members of the Waikana aboleth lineage, this establishment is devoted to study of music communicated via the Invisible Art. Members of this minor guild are aware that music cannot be truly appreciated by dominated slaves, so visitors from outside the city are recruited throughout the Redoubt Below and Above and encouraged to attend. Not a few Southern herds have made their way willingly or unwillingly to the Odorous Meld (as it is sometimes called), and echoes of these disturbing melodies have begun to appear in ballads heard throughout the South. For now, such influences are apparently innocuous, if unsettling, but at least one common Master Rapper worries that the aboleth of Urth Dreer seek eventually to burst the sounds of taverns into venturing that Which Links.

Important Character: Jylja/Taphanos (LE aboleth Fall), dwells in the Calabate city of Suldalphor, in the guise of a carefree, careens carefree, Ballera Heedlyte (NG h/W2). Within the past generation, a minor branch of the Taphanos line of Urth Dreer has acquired many of the powers of *strawika* ("greater doppelgangers"), enabling them to slough and adopt new identities and guises almost without fear of detection. For some time now, Jylja/Taphanos has been dwelling in Suldalphor, using "her" position to plunder Colimbar's rich heritage-of-mag-

ical lore, the first of her schemes lies to maintain such a masquerade outside the confines of the City of Ooze. Within the past decade, Jylja/Taphanos has developed an inkling of the existence of the Tainted Rune (a cabal of incredibly powerful undead sorcerers that rule much of the South from far behind the scenes), and she has communicated such back to the Grand Cabal. Word of this group's existence has greatly alarmed the serene caste, and "Ballera's" new spends much of her energy attempting to thwart the efforts of those sinister agents of the Tainted Rune that "she" has identified as active in Suldalphor. Further details on Ballera may be found in *Inspires of the Sleeping Sea*.

Important Features in Town: Urth Dreer consists of three distinct regions. The original city lies on a relatively dry plateau on what was once the northwestern shore of Lake Dreer. Home to the bulk of the land-dwelling population, the plateau is dominated by the Urth Redoubt, once the massive fortress-villa of the drow House Urth; and now a sprawling slave Warren whose walls act more as a prison than as a defensive fortification. The rest of the plateau is dominated by the various noble houses, most of which are constructed of mud dredged from the former lake bottom and magically transformed into stone. The mud flats form a second region of the city, home to all manner of oases, slimes, and jellys, as well as water-dwelling slaves such as *kuu-toa* and *slurs*. Land-dwelling slaves spend countless hours up to their waists in mud tending the fungal crops, but more actually live on the mud flats. Scattered throughout the mud flats are the Pools of the Slime Lords. These walled enclaves are home to the bulk of the aboleth population, and, although murky, are largely free of sediment. What remains of Lake Dreer is the exclusive preserve of the Grand Cabal, and it is from within these dark waters that the treeming populace of the City of Ooze is reared.

Of particular note to nonswimmers who stray from the dry plateau is the fact that the so-called aboleth of Urth Dreer

are unattached to their mastery of servant glyphs. Each of their coastal over the City of Ooze is noted in the hundreds or even thousands of glyphs inscribed into the rock floor beneath the mud flats. Glyphs of creeping horror, glyphs of enslavement, glyphs of watching, glyphs of despoiling the mind, and glyphs of a thousand tentacles, as well as many unique glyphs crafted by the true masters of Lurth Dreier, are known to lie beneath the mud. (See *Dragon #222*, pp. 90-92, for details on these and other servant glyphs.) Some of these ancient glyphs are believed to date back to before the founding of the City of Ooze, and fanatic followers of That Which Lurks claim that the oldest was fashioned by an avatar of Ghaurdular on the Desert of the Snow.

Local Lore: Lurth Dreier was founded circa -7,600 DR during the Scattering of the Snow, the great dispersal from Telantar precipitated by the collapse of Ehsaryden and the formation of the Great Rift. As their empire crumbled, many Great refugees fled westward beneath the preshields of the Snow and northwards under the Inner Sea lands to carve out new homelands. Hence Lurth was among the most prominent of Telantar's noble houses to survive the chaos largely unscathed, thanks in large part to having wisely withdrawn to their outlying holdings in the months before Ehsaryden's collapse. In the years that followed, many refugees gravitated to these Lurth's stronghold on the subterranean shores of Lake Dreier, a sprawling freshwater basin fed by the mighty River Dreier and drained by the porous rock that lay beneath, creating a settlement that in time grew into a city in its own right.

In the centuries that followed, Lurth Dreier, as the subterranean lakeshore city came to be called, evolved along the lines of many drow settlements ruled by the Way of Lolth. The founding noble house fractured into competing families ruled by matron mothers, each of which engaged in an endless and brutal struggle for status. The most powerful matron mothers served as the ruling council, overseeing all aspects of life in their city. Although other sects and faiths existed in secret, the Lolth-backed maternity maintained a firm hold over the city's populace.

Lurth Dreier's decline into sectarian violence was precipitated by the gradual silting of Lake Dreier. As the waters slowly receded, the various noble houses grew wealthy by expanding their large farms into the rich mud flats left behind. Legions of drow craftsmen and slaves were employed in the muddy fields, making Lurth Dreier the breadbasket of the southern reaches of the Underdark. Aholath were recruited by the noble houses as overseers, for the drow nobility preferred counting coins to wading into the fields themselves. As more and more of the lake bottom was filled ancient, long buried artifacts and ruins were unearthed with increasing frequency. The clergy of Lolth tried to confiscate every relic found, for most of the recovered objects were sacred to Ghaurdular, but many who had magical powers were hidden away in the vaults of the various noble families eager to gain an edge over their rivals.

By -5,500 DR, shape-shifting oozes had begun to emerge from the muddy fields with increasing regularity. The ghazadarin, as they came to be known, afflicted the populace, including the nobility, and many houses secretly

withheld allegiance from the Spider Queen to That Which Lurks. Butler within the nobility began to take on religious overtones, and the tangled web of alliances and enmities between the various houses gradually coalesced into two hostile camps. The ghazadarin recruited many members of the aboleth minority into Ghaurdular's faith as well, enabling them to gain a strong foothold in the power structures of Lake-strewn drow noble houses, and the first members of the aboleth servant caste are believed to have appeared in Lurth Dreier around this time.

Outright civil war was precipitated by the consecration of the Six temple spire dedicated to Ghaurdular, the Hall of Watching Tentacles (which was quickly destroyed). From -5,112 DR to -4,835 DR, the Weblike War raged throughout Lurth Dreier, pitting the Spider Queen's faithful against the followers of That Which Lurks. Despite heavy initial losses, Ghaurdular's drow followers, led by aboleth military advisers, won a slight edge in the battles that ensued, a military advantage that increased with time, as the steady trickle of Lolth's followers fleeing into exile grew into a torrent. Refugees from Lurth Dreier founded new cities, such as Solumath and Kacoth-Dor, and word of such havens induced even more followers of the Spider Queen to abandon Lurth Dreier. Followers of other gods fled as well, and, following the destruction of the last remaining noble house loyal to the Spider Queen, only the followers of Ghaurdular remained in the City of Ooze.

Despite their victory, these centuries of warfare had left Lurth Dreier in ruins. Although the drow nobility continued to rule in name, they had been forced to cede real authority to the aboleth during the war. All thoughts by the drow of reclaiming their former authority collapsed after the servant aboleth allowed word of their existence to spread among the populace. In the centuries that followed, Lurth Dreier reclaimed its regional prominence under the direction of the aboleth. Once again the mud flats of Lake Dreier overflowed with agricultural produce, and wealth poured into the city. With tremendous warfare among the drow suppressed, the population soared, and the city has grown in power and influence ever since.

ENVIRONS OF LLURTH DREIER

Lurth Dreier's power is such that it dominates the whole of the Underdark beneath the Snow, and other races dwell there only under the sufferance of the ruling aboleth cabal. Nevertheless, the more distant environs of the City of Ooze harbor numerous nations strong enough to threaten Lurth Dreier, the danger of the Steel Kingdom, the heblenders of Il'Takir, and the laith-vesting matriclans of several drow cities.

Some of the nearby locations have been discussed in "Element's Everwatching Eye," including the abandoned drow city of Kacoth-Dor (FORUMS #109) to the northwest, the fallen dweverin hold of Capperdelve (FORUMS #111) west of Kacoth-Dor, and the two-mile-deep Bayous Lake (FORUMS #719), south of Capperdelve. The Asphyth, a realm of Il'Takir, and Vaerndeen, a great subterranean cavern complex, are

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35NOTES FROM #4
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both discussed in *Prayer from the Faithful*, p. 18, and are located northeast of Uarth Dosee, in the southwestern foothills of the Finestop Mountains. Tathra, beneath the Despreach, is discussed in *Leads of Intrigue*. Finally, the dangerous city of Ueshygnul, capital of the Stod Kingdom, is located under the mountains northwest of Yermak, and is fully detailed in *BRAGOR #287*.

LESHYNMUL

The city of Leshygnul lies off the coast of Yermak, deep beneath the Sea of Fallen Stars, in the heart of the Haze Plateau. In the aftermath of the Second Seris War and the collapse of the Kuo-Toan Consortium, many peoples fled into the flooded caverns beneath the sea via the Tunnels of Itra. There they founded the City of Coral Caverns in caves carved from an ancient seabed. However, weakened by their battles with the sea elves, newly founded Leshygnul quickly fell under the domination of aboleth tannling up from below.

Not unlike Uarth Dosee, where the aboleth dominate a

large deep cavern, Leshygnul is now ruled by an aboleth minority, served by a kuo-toan slave populace. However, unlike the City of Dose, Leshygnul is ruled by a Grand Servant and dominated by the worship of Pseusthes the Blood Dancer. After centuries of quietly expanding their rule of the caverns honeycombing the Haze Plateau, the ruling aboleth are now beginning to extend their tentacles into the Sea of Fallen Stars. A recent alliance with the danger of neighboring Ueshygnul holds dangerous potentials for both the surrounding Underdark and the depths of Seris, for both the City of Serken Igara and the City of Coral Caverns seek to conquer and enslave neighboring settlements in the near future. Should the aboleth of Leshygnul make their presence too widely known, however, they might well become the targets of a great crusade by the armies of Uarth Dosee.

UNDRARAETH

The City of the Spider Queen lies in the upper reaches of the Underdark, scarcely a mile beneath the roots of the Aphraze Mountains of southern Yermak.



For centuries, Queen Melthylaryst, a sorceress and princess of Loth of incredible power, has ruled this city of 12,000 drow. Melthylaryst is truly mad, and Loth's love of chaos is fed by the crazed whims of this all-powerful queen. Worshiped as an avatar of the Spider Queen by her subjects, Melthylaryst brooks no rival to her absolute rule. As a result, Loth's clergy in Underdark is made up only of low and mid-ranking priestesses, most of whom are direct descendants of the queen. Few of her subjects dare to second in power, for doing so is said to inevitably lead to serving as a sacrifice on the altar of Loth.

What little is known of Underdark in the Realms Above stems from the two wars that Melthylaryst has waged (and lost) with surface dwellers. In the Year of Tatters (827 DR), the queen's kobold legions failed to conquer the city-state of Hlatheth. Centuries later, circa 1150 DR, the Kapers disrupted her profitable slave trade with the Red Wizards of Thay. When the drow queen mastered her forces to attack the mercenary army hired by the Harpers, Delminster, Kthalben, and the growing ranks of Harper wizards collapsed the mineshaft by which they were heading to the surface. Melthylaryst's power base outside of Underdark was shattered by the Harpers' treachery, and her once growing realm has withered in the face of repeated skirmishes with the hated danger of Undereeps.

Twice stymied in her efforts to forge an empire, Melthylaryst now sees reclaiming the lost legacies of Telambrin as a critical step toward achieving her dreams of empire. To this end, the mad queen has dispatched agents throughout the Underdark of the South to track down every remnant of Telambrin's relics and recover what still remains. Her agents are being discovered with increasing frequency in Luth Dener, much to the annoyance the aboleth elite, and these are rumors that the Duratians of the Desecrating Pit will soon march north to crush the self-crowned Spider Queen.

CURRENT CLACK

- Clashes between the Westwings of the Deep Realm and Luth Dener's tentacles have increased in recent months, far above the normal level of skirmishing between these subterranean clans. Many of these attacks are rumored to be directed at the supply lines of the Army of Gold, suggesting that the drow (so more accurately the aboleth) of the City of Goss are working to undermine the gold dwarves' effort to evict Sharadar. The tangled alliances and enemies of the Underdark make it difficult to tell if Luth Dener has forged an alliance with the danger of Underpines, or if these attacks are coincidental and simply work to the benefit of the Steel Kingdom.
- Word has reached Jylp'Taphana in Suldophar that "her" mercenary cousin, Vial'Taphana, has established itself as sage of dwarven lore in the iron-toen city of Sloopdimoropol, beneath Fladeale Bay. Members of the Taphana lineage are now said to be in conclave, intent on eventually capturing and then consuming their exact kin, so that its lineage of law is returned to the City of Goss.
- The City of Goss has long been the folk of scarcely believed legends along the eastern shores of the Shining Sea. In Ormpur, talk has once again turned to the fate of Alabharroze Alansaber, who vanished almost a decade ago, as she is now thought to be imprisoned in the slave pits of Luth Dener. Her father, High Duke Halbarwen "the Stormwind" Alansaber, has nearly bankrupted Ormpur's treasury in his fruitless quest to recover the missing Chantress (priestess), having followed up one false lead after another. He is said to be actively recruiting adventuring companies to capture a drow princess from Luth Dener, in hopes that a prisoner transfer might eventually be arranged. (Details on Alabharroze's true fate are revealed in *RII - Sells of the High King*. The rumor is nothing but a red herring safe with misinformation, although it threatens to ensnare Ormpur in a war it cannot win with the City of Goss.)



what would become Ravens Bluff. These deacons told of a wizard known as the Orb of Protection, a powerfully enchanted gem known to the drow as *Amasaherun*, the *Book of Rotepengar*. The deacons explained that the Orb had fallen from the sky in ancient days, and, after much work with archmagicks and much travel across the elemental planes, it had gained the ability to negate all magic in its presence. Mayor Thaden decided that the Orb was the best weapon against the Heart of Ruin. Lord Blacktree was called to the service of the city, and the pursuit of the artifact that would be the salvation of Ravens Bluff commenced shortly thereafter.

WHAT IN THE WORLD IS RAVENS DEEP?

Some ten days below the surface, in the tunnel system known as Lower Sarthreen, a traveler comes upon an immense cavern, perhaps a half-mile from wall to wall. Upon reaching the natural chamber, many think themselves on the surface, since the faintly glowing lichens growing on the ceiling far above conjure memories of a brilliant starfield. This is a living cavern, the site of acres and acres of fungal growth. It is also the site of a human outpost: Ravens Deep.

Ravens Deep is the base camp for Lord Charles Blacktree's operation in the Underdark. The camp is situated within the crumbling walls of a dungeon village cleared of an undead infestation by one of the first groups of adventurers to penetrate the Underdark. Most of the dungeon buildings are collapsed or burned to their foundations, though a few remain as habitations for Blacktree's officers. Most of the men and women who call Ravens Deep their home live in tents brought from the surface. We can remember exactly how the collection of tents and ruined buildings came to be called Ravens Deep, but it seems likely that one of the workers named it such to feel that much closer to home.

The settlement is unofficially divided into four segments, situated around a central fountain. "Tent Town" is home to most residents of Ravens Deep. Here, Lord Blacktree's unassuming command tent stands at the center of dozens of similar structures, home to soldiers, artisans, tax collectors, and adventurers. Because Blacktree sees value in maintaining his cheapo life above the surface, he has several continual light torches lit during the "day." These are dimmed or extinguished upon "nightfall," though due to the great distance from the sun and moon, the particulars of this process are much to quibble over.

Residents refer to the northwest quadrant of Ravens Deep as "The Fen," since the space is dominated by an immense field of fungus that spreads beyond the dungeon walls. The source of much of the life in the cavern is a broken aqueduct that supplies water to a pool known colloquially as Amber Lake, named for the Lady Mayor of Ravens Bluff.

The southeastern corner of Ravens Deep, where the original walls of the dungeon village remain strong, is home to the so-called Henry Ward, where injured adventurers returning from expeditions receive the attention of

healers and surgeons. Here too dwells the underdark of Ravens Deep society, the criminals freed from imprisonment on the surface and employed as common laborers at the mine below.

The southwestern corner of Ravens Deep is dominated by unshaded dungeon ruins. Though adventurers cleared these unstable structures of rubble and other hazards, at least three buildings are thought to be haunted. The entire area is shunned.

Ravens Deep grows and changes every day, but it seems likely that these rough dimensions will remain. Blacktree's advisors have already marked ground for a potential ambassadorial structure, and as the quest for the Orb of Protection grows ever longer, it seems likely that tents will be abandoned for more permanent structures, or that the influx of adventurers will cause the settlement to expand beyond its walls and into the cavern beyond.

RAVENS DEEP ENCOUNTER KEY

The battlements surrounding Ravens Deep were originally 8' tall, though time and several ancient assaults have worn them down considerably. In some cases, such as most of the eastern reaches of the village, these walls have been completely destroyed. Lord Blacktree awaits the arrival of more wizards from the city above, since he has ambitious plans to replace rotting wall sections with permanent magical walls of stone.

At any given time, Ravens Deep is home to roughly 250 men and women. Additionally, the prisoner compound (Area 95) houses 250 criminals, mostly non-violent offenders working off their sentences under a special writ from the Lady Mayor herself. Ravens Deep's transient population consists of powerful adventurers loyal to Ravens Bluff and the quest for the Orb of Protection. These groups typically organize themselves into bands of six or seven members, with a good selection of races and classes. Generally, each group contains at least two fighters and two mages, though these are frequently dual- or multi-classed. Levels range from 9-12, with occasional exceptions on both sides of the spectrum. Blacktree likes to utilize adventurers both at home and on the front, so while only one band is usually "in the field" at any one time, two generally remain to help with repairs, healing, and analyzing data recovered during exploratory expeditions. All adventurers, regardless of social standing or military rank, share standard-issue tents while staying Ravens Deep.

TENT TOWN

1. BLACKTREE'S COMMAND TENT

Blacktree's command tent is a modest structure, appearing little different than the dozens of tents that provide housing for even his lowest-ranked soldiers. Despite appearances, however, it is in fact the best-watched dwelling in the entire village, as several tents nearby are more guard stations than actual dwellings. By being there general among the rank and file, the soldiers of Ravens Deep seek to protect his identity from unseen enemies. Blacktree himself knows the danger of low morale in a

- 04 BAKIN'S ENTRANCE (M)
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 32 STABBY HAVEN (C)

camp so far from home, and thus shares only those resources available to his soldiers.

The interior of Blacktree's tent is covered in maps, scrolls, books, and battle plans. A paper-covered table across to the Field Marshal's desk, and visitors are encouraged to seat themselves on makeshift stools fashioned from broken sections of masonry. It is here, in this humble tent, that Lord Blacktree runs the entire Underdark operation, meeting with his officers twice daily and briefing or debriefing adventurers as they arrive from the surface and before and after crucial scouting missions.

2. MESS HALL

The original dwarven mess hall was utterly destroyed in some forgotten battle. Its foundations bear in the shadows of the southwestern wall. Blacktree's men erected a huge pavilion tent at the center of Tent Town within a week of discovering the village, using crates and boxes as tables and chairs to create an makeshift dining hall. It is in many ways a typical army eating establishment, offering metal plates topped with mashed potatoes, a dab of strange fungus, and mystery meat; a culinary gaming game made all the more difficult by the alien fauna of the Underdark. The mess hall is administered by Ravens Deep's Chief Cook, Gurtal Galenic (LG 1/2m FeB-Yusalia), an elderly fellow who appears every bit the general when shouting orders to his assistants. Gurtal, an excellent cook, coordinates meals for all inhabitants of Ravens Deep, from Lord Blacktree to the lowest peonier mortal. His arrival marked an important change to the health and morale of the inhabitants of

Ravens Deep, who he does his best to stuff to buzzing at every mealtime.

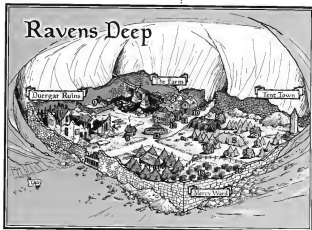
3. ARMORY

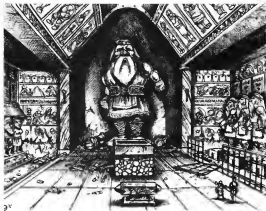
The dwarven building considered as Ravens Deep's armory was once a storeroom for making equipment, some of which seems to dangle corrosion and hanging from lonely pegs on the structure's walls. The soldiers keep a stock of mundane equipment here, as well as a good selection of drow weapons and armor. Through experimentation, it has been determined that these cannot survive the light of the sun, so many adventurers leave drow equipment below for the use of Ravens Deep's permanent population. The armory is kept well locked, as it is a likely target for enemies as surely as any other.

4. TEMPORARY HOUSING (TENTS)

Ravens Deep's 500 soldiers and 50 functionaries live in large tents fashioned from hide and burlap. Tents vary in size, the smallest for a single occupant and the largest able to accommodate as many as five individuals. All soldiers have been issued metal lockers for the storage of personal equipment.

Average Soldier of Ravens Deep: Male or female human, 76, AC 5 (chain mail armor); MV 12; hp 34; THAC0 24; BAB 1 (longsword); Dmg 1d6+2 (specialist); ST M (5'11" tall); WL white (24); SK 15, Dex 13, Con 15, Int 12, Wis 10, Cha 10; AL NG. (The bulk of Ravens Deep's soldiers are fighters, though a number are dual or multi-classed fighters/mages or fighters/clerics.)





ADVENTURERS' DEEP LIES BELOW THE DRUNKEN CITY OF SARRHEN

Adventurers and visitors from the surface also dwell within military-issue tents.

5. OFFICERS' QUARTERS

Blacktree has provided his five officers with the use of the few remaining intact *dwergar* barracks, and though the cottages are shoddy, they are the human world's best under ideal circumstances, the buildings provide more comfort, privacy and security than the tent of the common soldier. Though the officers still sleep on the same modest pallets of gathered moss as the rest of the village inhabitants, the officers' dwellings allow them to retain a modicum of hierarchy down here. Blacktree's officers are: Dilys Munkelar [HG 1/bef F14 (Amazon)]; Tomas Lenzlar [UN hm F11-Red Knight (Knight of the Griffon)]; Elarika Linsen [LG of F10/W10 (War Wizard, Knight of the Pillars of the Realm)]; Jonas Redmond [N dm F12 (Myrmidon)]; Bag Manno [LG hm F4.30-Tyr (Knight of the Right Hand of Tyr)].

6. COMMON SHRINE

Far from the periphery of Tent Town, in the shadows of one of the few remaining segments of the eastern wall of the village stands a small stone obelisk inscribed with the runes of the churches of Ravens Bluff's Clerical Circle: Chaunter, God, Hela, Lathander, Mystra, Selkies, Tempus, Tyrone, Tyr, and Waukeen. The area has been generally sanctified by the religions that sit on the Circle, but any resident of Ravens Deep is welcome to use the shrine to worship the deity of their choosing, so long as it is not evil.

THE FARM

2. BROKEN AQUEDUCT

Water is provided by a large pool formed by a broken aqueduct in the northwest corner of the chamber. The structure is ancient and crumbling — lord Blacktree has forbidden his soldiers from touching it, for fear that investigation might cut off their water supply.

Water flows from the aqueduct to a small depression in the corner of the village, forming a small pool known (somewhat jokingly) as Lake Amber.

8. FUNGUS BEDS

East of Lake Amber, all the way to the barn and spreading out past the broken walls, lies a vast bed of fungus. All manner of growths can be found here, from the harmless to the psychedelic to the poisonous. A wide variety of colors are present, as well, and more than one visiting druid from the surface has spent days cataloguing all of the new species of native plant life. The smallest growth is no larger than a thumb. The largest are bigger than trees.

The fungus beds (and, indeed, the entire farm region) are overseen by Halden Thornbridge [N 1/2em D10 (homemaker)], a brooding man who profits the company of his insect wisdom to that of the inhabitants of the surface. Blacktree's land excursions Thornbridge in the early weeks of their Underdark mission, and soon accepted him into their order. The druid has druid blood, and hence has spent most of his life as an outcast from both the lands above and below.

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9. ANIMAL CORRAL

The animal dunger animal corral was found still intact, and a being used to keep a small number of animals brought down from the surface. Chickens, geese, and cows and goats here, providing eggs and milk for the local populace. Keeping these animals well-fed and healthy is the other commitment to one of Blacktree's biggest challenges. A collection of small ponds was brought to Ravens Deep, but these have not with little success, as they cannot replicate the strange natural formations without considerable help. They are, however, useful as basins of brooks, and have been employed to dump away broken stone and to carry supplies to workers exploring the nearby cavern system.

10. BARN

One of the few buildings in Ravens Deep that might look the same on the surface, the two-story barn has been the focus of early construction efforts in the underground community. Built on the foundations of an earlier dunger structure, the barn houses dried lemons and foodstuffs brought from the fields surrounding Ravens Bluff. Holden Thornbridge and the quartermaster make their homes in small apartments on the first floor.

11. QUARTERMASTER'S WAREHOUSE

Ravens Deep's supplies are stored and issued from the quartermaster's warehouse, a humble though sturdy structure left over from the dunger days. The building houses basic equipment, such as one might find in a general store, as well as extra uniforms, dried and preserved foods, and even some luxuries kept for special occasions, such as sweets, tobacco, and alcohol. Residents of the community are provided with basic equipment and anything they might need to perform their job. Further requests are considered personal, and must be purchased from the quartermaster using allotment tickets issued on a weekly basis.

The Quartermaster, Tantal Goldleaf (Nim Py9-Washkree), is an honest man who fought with Lord Blacktree in the war against Myrrianna Jalax. Goldleaf always seems to have exactly the right supplies on hand for any request, and this merit in Ravens Deep forgives him for his peevish-picking style.

12. WAGON SHED

Ravens Deep's activities in the Underdark are aided by three carts, used for carrying goods and tools from one end of the cavern to another. Two of these wagons can be pulled by the small horses kept in the animal corral. The third is designed to be pulled by a man, a duty usually reserved as a punishment for one of the local criminals.

13. DRY FOUNTAIN

All of Ravens Deep is situated around a large central fountain, fedwater from the floor of the cave itself. Though dry, it can be filled by clerical casts water spells, a duty Blacktree considers in the province of visiting adventurers. The central plinth here is a chaotic mish-mash of styles, featuring an ancient rune-carved bas-relief to Novalis (hinting at a desecrated origin for the village), a

circle of mostly broken crude danger figures in various exotic poses, and a newly carved statue of a human man in chain mail armor, a monument to those who have fallen on the quest for the Orb of Protection.

MERCY WARD

12. HEALER'S SANCTUARY

The healer's sanctuary is a series of tents dedicated to various aspects of healing, as well as private tents for the healers, herbalists and alchemists. A central stasis structure serves as an area for trauma, where surgery and bone setting takes place. A number of tents likewise have been designated for magical healing, treatment of disease and poisons, and more complex such as foot fungi or stomach aches.

The chief cleric of the healer's sanctuary is Meda Karada (LG M Falsio-Elnatar (medic)), an attractive young woman who appears shy and uncertain at most times, but who really shines in a crisis. Karada excels on application matters, and her cool manner has saved many lives in the field.

15. PRISONER'S COMPOUND

The old dunger slave pens have been converted to hold the prisoners brought from the surface to help with the exploration of the Underdark. The narrow fence surrounding the pens still lacks, though without a key it took a lot of "encouragement" from a former prisoner (now promoted to the rank of guard) to get it working. Though they remain prisoners, the pen inhabitants are provided blankets, clothing, toiletries, and any basic equipment they might need (and that might not double as a weapon). These men and women are watched carefully by Lela Trade (LN M Fals-Helm), a retired adventurer who assures that they are treated fairly, and that they do not escape.

16. BRIG

One of the 20'x20' pens is kept aside as a brig in case anyone gets out of hand and discipline is required. Currently, the brig holds Kamakax Leighton (NE M TH (prawn-buckler)). Leighton has swindler's luck (which into my, had) without any of the charms or benefits usually associated with his lifestyle. In Ravens Bluff, he was little more than an opportunistic haggard who took credit for the accidental death of a member of the street gang known as the Green Knives, thus earning himself a place in the Black Talon, a rival gang. Little did he know that his notoriety would be the execution of one of Blacktree's officers, a task at which he failed several weeks ago. However, he plotted his attack for more than a month, and knows the weaknesses of Ravens Deep. His hatred of Lord Blacktree, and his fear of returning to the Black Talon as a felon, are one rock that he could be a very powerful weapon for an Underdark force intent on doing harm to Ravens Deep. ■



We're going to explore the Underdark this month, but first we have the Favorite Gaming Web Sites winners from August's contest. The entries were narrowed down to two finalists.

The first finalist is www.gphost.com, submitted by Aerice Cooreys. This is a professional site, supported by advertising and an online hobby shop. The hobby shop promises 15% off retail prices, and offers a wide selection of gaming products. The Maps section provides a variety of city, dungeon, wilderness and miscellaneous maps (many suitable for use as treasure maps in your campaign). Overall, the maps are of high quality, with many appearing to be professionally rendered. The Worlds, Races, Maps and Venues sections contain a number of weblogs for different D&D® Worlds (Danz Star®, Ironsworn®, Planetarium®, etc.) as well as information on topics such as culture and herbs. A webbook is a collaborative effort wherein a number of authors submit their ideas to an editor, who compiles the ideas into a coherent whole. Warning: some books are not suitable for all ages. The books are stored at

www.gphost.com suggests some recipes which don't take a lot of time away from the gaming table. (I'm looking forward to trying the Anti-Vampire Pasta.)

Before I announce the winner, Bryan Sims is awarded Honorable Mention for suggesting The GameMaster, at <http://mtp://gphost.com/gm/johans/>. This site can randomly generate RPGs, village maps and fantasy names.

And the winner is, Larry Geyer. Congratulations Larry, Aerice, and Bryan! RPGA® HQ will be sending you your prizes. Thanks to everyone who participated.

We'll start this month's quest for the Underdark at www.yuboo.com. I've grown accustomed to starting my searches with Yahoo when I have a definite topic in mind. In this instance, we go to Recreation and Sports, then to Outdoors, and finally to Caving. If we explore a bit, we find the Carlsbad Caverns photo gallery at <http://www.nps.gov/cave/images/images.htm>. The Desert Caves project, at <http://www.underdark.com>, has some spectacular photographs which are not stored by capture or other tool. The Boston Grotto web site www.lookingrotto.org

internet 101

STELLING THE WEB BY ED GAZDZ

tip him for faster downloading. RPG Host also provides resources with brief blurbs and a number of links suitable for fantasy gaming. Finally, the site offers free hosting for your roleplaying-related Web site. If you're interested in weblogs, you might also try Blue Trail's site, at <http://www.ketoneid.com/victoriaysystem/W/04.htm>.

Our second finalist is The Kingdom of Harva, at www.havv.com/campaign/larry/ksd/, a complete campaign setting submitted by its creator, Larry Geyer. The Harva site features detailed information on cities, laws, holidays, organizations and mythology, all of which can be adapted to other campaigns. The Web site for the campaign is very impressive (readers are encouraged to send in their campaign Web sites for future releases). However, the site offers more than just information and detail on Larry's personal campaign. 102 new AD&D® non-weapon proficiencies are listed and defined in PLAYER'S OPTION®: Skills & Powers format. A comprehensive list of 180Ps is provided in the site's House Rules section, listing items from sources ranging from *The Age of Heroes* to *The WGL & The Wip*. The Campaign section offers tales of past adventures and information on Harva's player characters. In addition, a variety of painted miniatures are presented for PCs, NPCs and monsters. The Reference area lists musical selections Larry uses to set the proper mood during game sessions. Finally, the site

has some excellent photographs. The Vahalla cave picture, <http://www.tiac.net/users/bowslay/grotto/Vahalla.jpg> looks like something out of a science fiction novel. The Butler Cave pictures, located on the web at <http://www.tiac.net/users/bowslay/grotto/ButlerCave.jpg> captures the malgustic feel of the Underdark. The Virtual Cave, <http://www.goodearthgraphics.com/virtualcave.html>, doesn't offer a walk through a cave, but it does define and provide photographs of a number of features found in caves, so you can provide a more realistic description to your players. The Underwater Caves of El Jacinto Fat, <http://www.cavefire.com>, is a site dealing with underground caves in Mexico's Yucatan Peninsula. The site's Map Room provides a three-dimensional map of the explored portion of the cave system. A Cave Shots section provides some photos of underwater caves, and the Salam section includes several photographs of the remains of an ancient Mayan city.

Here's some advice from The Archbald Caves, at <http://www.wesnoe.net.com/>: "The non-cavers -- to simulate the caving experience, go into the garden and get changed into some old clothes. Then take your PC into the cupboard under the stairs and view these guides with the lights out. Periodically sprinkle cold water over yourself. After it's all over, sneez some mail on your face..." Rough maps and photographs of several cave complexes are provided for your viewing pleasure. If you decide to try this method to add realism to the experience of crawling through the Underdark, send us an email and let us know how your players react.

That's all for this issue. If you have any questions or suggested sites for future issues, please send them to polyhedron@wesnoe.com. ■



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Time is, quite literally, of the essence. As Oydor's celestial governor of time and infinity, Oydor the Elongator oversees the terrible clockwork of men's past, present, and future. His primary sphere of influence — that of Time — is both synchronous to contemplate and vital to the continuing cycle of life throughout the Planes.

Oydor dwells in a quasi-spatial realm known as Temporal Prime, which unfolds like the Ethereal Plane in that it "touches" the Prime Material in all places at once. Better known to the gods of the Planes as the Demiplane of Time, this alternate dimension serves as the highway for those rare spellcasters able to traverse the conduits which connect yesterday to tomorrow. For a further explanation of Temporal Prime and complete details of its deities and geography,

people throughout Oerth would be dramatically astounded. Thus the Monarchs have taken it upon themselves to protect these helms from harm. Oydor is the adjudicator of the chaotic and furious Monarchs, aiding them in their pursuits and offering divine guidance when necessary.

Priests of Oydor are very aware of the magnitude of their duty's charge, and as such often seem aloof, if not downright holier-than-thou. Like Oydor himself, priests tend to speak in riddles, refusing to reveal the full extent of their knowledge of Temporal Prime and the helms that abide there; they collectively scorn churlish fortune-tellers and other mountebanks.

Oydor's priests are hard to pin down, as their peculiar ideology is as chaotic as the seconds that slip like sand from men's desperate grasp. For the most part, it is assumed

that priests of Oydor have been placed upon Oerth to act as crusaders for a world that would otherwise be lost in a meaningless struggle for survival. They regularly serve as advisors to monarchs and university sages. All men

seek the wisdom of sagely, and all wonder what the future might hold. By consulting with a prophet of Oydor, a person might gain insight — however vague — into the hand that fate holds for him or her.

Fallosens of Oydor see life not as a series of chances, but rather as a linear journey from one predetermined encounter to the next. To such thinkers as these, free choice and personal achievement are but illusions; in truth, everything that ever will be has already happened — at least for Oydor, who has seen the beginning and the end. The available, temporal concept which man calls "time" is really nothing but a way for man to reckon that which he believes he is experiencing. This theory can be proven when one looks at the construction of the Demiplane of Time itself. In this plane, so-called "time" is simply a means of traveling from point A to point B. If, of all of man's choices are really nothing but inane paths along a helmsline which Oydor has already chosen.

Services to Oydor include the sounding of any wind instruments and the casting of arcane spells by way of such material devices as magical waxes, incense, and looms. Oydor is worshipped in other places where learned men gather, such as the Free City of Greyhawk, the center of education in the Central Planes.

Epochs have passed since Oydor last set foot upon the Prime Material. It is suspected that his avatar was present during the ancient Salosae-Baldanah conflict; myths surrounding the event place him as acting either with or against Lendur, the Salosian god of time. In these rare instances when he manifests himself, Oydor appears as anything but a normal mortal man. His avatar form is that of a towering humanoid with a featureless face and odd rectangular limbs of terrible strength.

POWERS THAT BE: CYNDOR

THE KEEPER OF INFINITY
BY LANCE HAMMERMAZ

consult the *Chronevancer* sourcebook (TSR 9504).

Inside the maze-like corridors of his untranslatable abode, the Tempus Oidator, Oydor simultaneously pursues three separate and never-ending tasks. First, he devotes himself to meditating upon the impenetrable aspects of time-space and how further manipulation of this continuous might alter the composition of the multiverse. On the more practical side, Oydor is also in a state

of confusion as just, as he records every act of every creature throughout every moment of its existence on Oerth. The text in which he compiles this unimaginable record is known simply as the *Perpetual Manus*. Excerpts of this sacred work have appeared on the Prime in the form of piercing accurate histories secreted in Oydor's arcane temples. Finally, in addition to his unceasing efforts as a temporal theorist and chronicler of Oerth's ongoing history, Oydor also directs his powers in their work as protectors of the

timelines and guardians of future and past.

Though these guidelines are primarily creations of a divine nature, a small group of mortal chronomancers (wizards who specialize in time-related spells) known as the Monarchs of Infinity secretly defied Oerth's fragile timeline from interference by outside forces. Every living creature and inanimate object bears a special signature on the Demiplane of Time called a helmsline. If these helmslines were to be altered indiscriminately, the loss of thousands of

CYNDOR

- The Keeper of Infinity, The Sage of Epochs, The Elongator One
- Lesser Power of Mechanics, LN
- Portfolio: Time, Continuity, Infinity
- Domain Name: Mechanics/Path of Time or Heart
- Colony/Nation/Region of Temporal Prime/Temporal Oidator
- Superior None
- Ally: Lendor (Sometimes)
- Foe: Lendor (Sometimes)
- Symbol: An hourglass on its side, per the symbol for infinity

Anyone tinkering with Qord's timepiece by either magical artifact or chronomancy spell risks smothering the use of the mysterious Mechanism of Infinity or, if the infection is serious enough, the death of Qord himself. Though the Illustrious One rarely condemns such violations personally, he has been known to direct a variety of temporal creatures for these purposes. He is served by temporal dogs and time dimensionals, among other, even more extraordinary beasts.

One known site of periodic chronomancy activity in the Facades can be found at the standing stones of Temp League, detailed in the Greyhawk Adventure hardcover sourcebook (TSR 2023) and the game module *Temas Land* (TSR 9309). Temples to Qord are quite rare. Some structures of smoothed stone, the monasteries of the Illustrious One rise from the ground in seemingly logical locales, stoic places of ascent or future power. The Eternalists of Qord have a great interest in the debris of Blackmoor's City of the Gods, and likewise can be found in the eastern Albo-Alli hills, scoring the ruins of ancient Ilar.

In the Outer Facades, Qord's philosophy is readily accepted by members of the linear-thinking Fraternity of Order, while the Deeds of the Five League despise the notion of predestination, and the Durtmen find it difficult to reconcile their nihilistic beliefs with the apparently contrary evidence found in the libraries on Suspended Plains.

When traveling, priests of Qord tend to wear clothing of contrasting colors, especially black and white (white capes over black robes are common, though red and grey is also a popular combination). They have been known to paint their faces with similar color schemes, and decorate their clothing with talismans, amulets, and other cryptic devices.

SPECIALTY PRIESTS (ETERNALISTS)

Requirements: Wis 15

Prime Requisite: Wisdom

Alignments: LN

Weapons: Booming, dagger, dart, hand-held crossbow, lance, net, staff, and whip

Armor: All armor types up to and including chain mail, no shield

Major Spheres: All, Astral, Charm, Invocation, Healing, Thought, Time

Minor Spheres: Creation, Guardian, Warlike, Protection

Magical Items: All clerics

Required Proficiencies: Read/Wrote (Common)

Bonus Proficiencies: Religion (Common), Time Sense

(see below)

GRANTED POWERS

- At 2nd level, eternalists may cast *delay image* (see below) once per day.
- At 7th level, eternalists may attempt to slow a single opponent once per day (as per the 3rd level wizard spell, though the victim saves at -6).
- At 10th level, eternalists have become so synchronized with the movement of the timepiece that they age at half the normal rate, effectively doubling their maximum age limit.

- At 15th level, eternalists become completely immune to aging-based attacks, such as the touch of a ghost.
- Priests of Qord have access to the special proficiency *Time Sense*, as well as the first-level chronomancy spell *delay image*. The following descriptions have been modified from their respective entries in the *Graymancer* sourcebook.

Time Sense

Relevant Ability: Wisdom

A priest with the *Time Sense* proficiency has an internal clock, a natural sense of the passage of time which permits him to know to within 300 minutes the exact time of day without the aid of mechanical devices, magic, or the stars. A successful check indicates that the priest has pinpointed the time from within 3 to 30 minutes of accuracy, while failure indicates that the priest's estimation is incorrect by 300 hours. The priest also can use this ability to "program" himself to awaken at a predetermined hour. The proficiency check is made at a -1 penalty, with failure meaning that the priest awakes by one hour for every point by which the check is missed, up to maximum of four hours.

Delay Image (Chronomancy)

Level: Chronomancer 1; (Eternalist 1)

Range: Touch

Duration: 5 rounds + 1 round/level

Area of Effect: 1 creature

Components: V, S

Casting Time: 1aving Thow Neg.

By casting *delay image*, the priest surrounds himself or a recipient creature in a magical aura which bends time slightly in his favor. This aura of "wadded time" causes a delay in the target creature's image, improving his Armor Class by 2 and granting him a +3 bonus to all saving throws versus direct magical attacks.

The reverse of this spell, *advance image*, creates a false image half a second ahead of where the target currently resides in the timestream, making it easier for his opponents to strike him, as they have a brief moment to adjust their blows before the target creature "arrives" in the present second of time. The target's AC is penalized by 2, and all saving throws against direct magical attacks are made at -1.

Though this spell may be used in conjunction with other spells that affect Armor Class, its effects are not cumulative with itself. ■



thoroughly. You should show it to someone with strong editorial skills; another person's viewpoint may impress your article. Often we do not have time to properly edit manuscripts with numerous errors or which seem confusing. This can result in an otherwise acceptable article going unpublished.

Make sure that your article is complete. It must have all relevant game statistics, maps, and any other necessary support documentation. Place any tables, charts, or maps at the end of your article. Any maps you include must be clear, legible, and drawn in ink or computer-generated. This makes it easier

for our mapping artists to recreate your map. It is not necessary to provide artwork; our artists will take care of this.

Please do not try to make the manuscript look fancy by using "artistic" fonts; these are more difficult to read. We are interested in what you have written and how it is constructed; a simple font will do.

Because the Magazine is only 32 pages, we cannot publish long articles. We encourage you to submit articles of approximately 750-8000 words. The maximum length is 4,500 words except when a longer article is pre-approved by the editor. We usually have around 750 words per page, which puts the maximum article length at around six pages. An 8 1/2" by 11" double-spaced page averages 350 words, so manuscripts should be no longer than 16 pages.

A note regarding letters to the Editor and other similar submissions: The guidelines outlined above are primarily for writers interested in submitting articles to the magazine. If you are submitting a letter to the Editor, you do not have to follow these guidelines. You should, however,

UPCOMING ISSUE THEMES

Each issue of Polyhedron is structured around a theme (this issue's theme is the *Darkened*). While not all articles in a given issue relate to the theme, those that do are more likely to find their way from the submission pile to the magazine.

UPCOMING POLYHEDRON THEMES INCLUDE:

Issue 142 (June)

Honor & Consequences

Deadline: March 1

142A

Issue 144 (October)

The European

Deadline: July 3

Issue 143 (August)

Wilderness

Deadline: May 3

Issue 145 (December)

Monsters, Monsters, Monsters

Deadline: September 4



make sure that submissions are as clear and legible as possible. If we can't read your letter, we can't adequately respond to it.

STEP 3: PAYMENT!

Yes, it's true, we actually pay for the right to publish your article. Our rates run about \$1.04 a word, a competitive rate. This is a flat fee; we do not pay royalties. If more than one person collaborated on an article, we need a signed statement from all authors concerning the division of payment. Authors from the United States must provide us with their Social Security Numbers for tax purposes.

If your article is accepted, we will send you three copies of a contract for your work, which you must sign and return to us. Within sixty days of the publication of your article, we will pay you the amount agreed in the contract, and will enclose a copy of the contract signed by us, so you will have a copy for your records. If you are under the age of 18, a parent or legal guardian must also sign the contract.

Once you sign the contract, Wizards of the Coast, Inc., owns all publication rights to the article. (There are exceptions, particularly cases in which the article is about a game system not owned by Wizards of the Coast.) This means that you cannot resell the article to another publisher, even in revised form, without our written permission.

The work must be your own. If you use material from other sources, you must accurately identify your sources. Make sure that quotes match exactly with your source. Be careful not to plagiarize (do not take someone else's writings and attempt to present them as your own). Authors bear full legal responsibility for their writing. ■

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The Polyhedron Method of Magazine Production



With Quality and Pride at every step. That's the Polyhedron Way.

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READER SURVEY

WE'D LIKE TO HEAR

Please rank each article or section of the magazine from 1-5 with 1 being "Man, did a wacky thing crop in here, or what?" and 5 being "Wow, will you become?" (In case you were wondering, 1 is bad, and 5 is good. Thank you.) Please include any other comments you feel are appropriate. All responses received on or before April 1, 1990 will be entered for a drawing to win a free copy of *Sinner: Who-hoo!*

ARTICLE	RATING				
	1	2	3	4	5
Link's Editorial	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Notes from M3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Tebra Talk	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Member Spotlight	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Living City Judge Guzman	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Elmer's Derrailing Eye	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
City of Gore	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Underhill Campaign Journal	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Internet 303	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Powers That Be: Gender	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Polyhedron Writer's Guidelines	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>



FROM THE POLYHEDRON FACTORY, TO YOU!

How Jeffro has an idea for POCRETECH? Do you?



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COMMENTS



WHAT IS YOUR THOUGHT?